PlayStation

NTSC U/C

PlayStation

FINAL FANTASY ANTHOLOGY™

FINAL FANTASY® V

FINAL FANTASY® VI

TEEN

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CONTENT RATED BY ESRB

SLUS-00879
SLUS-00900

SQUARESOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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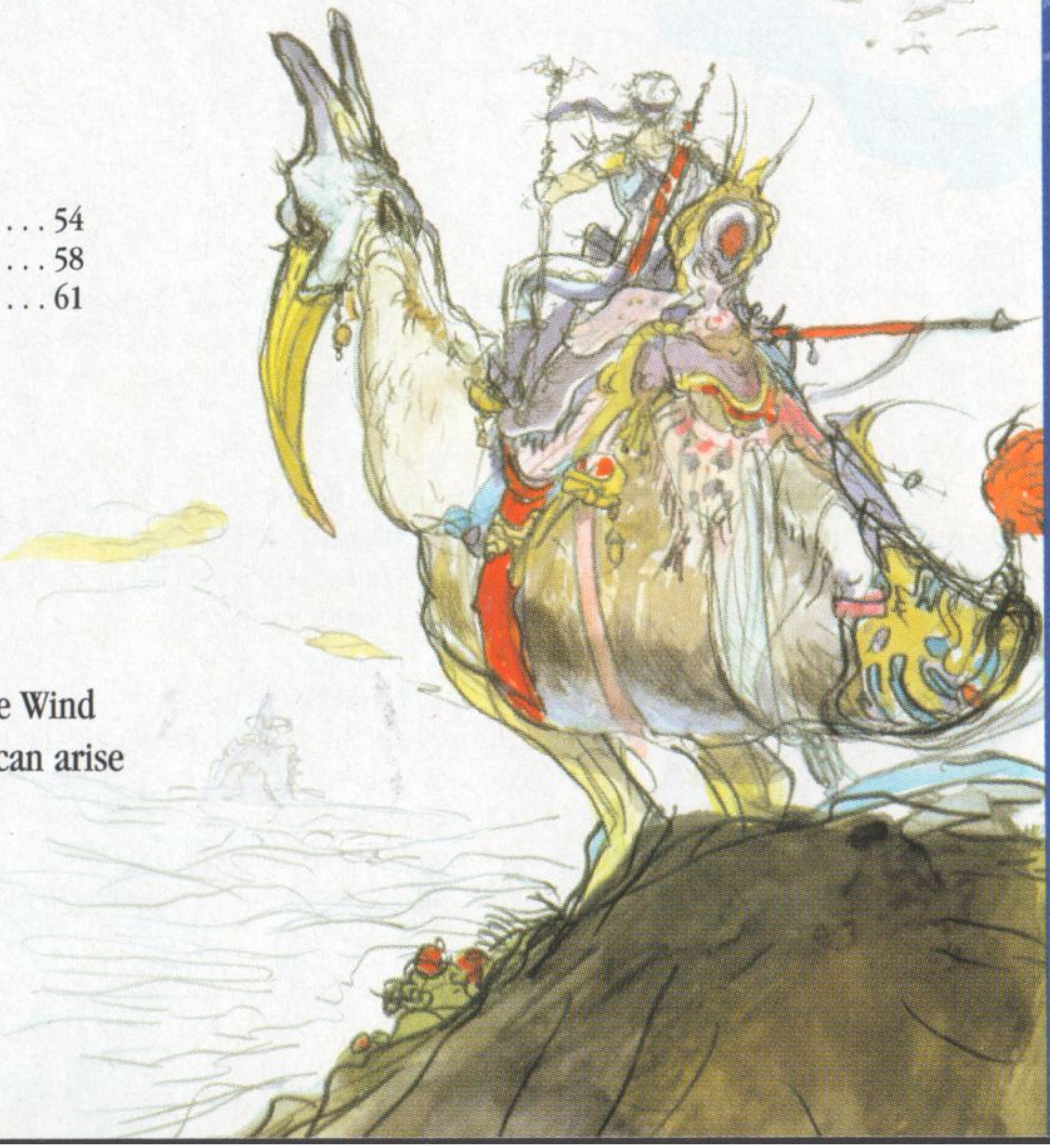
FINAL FANTASY® V

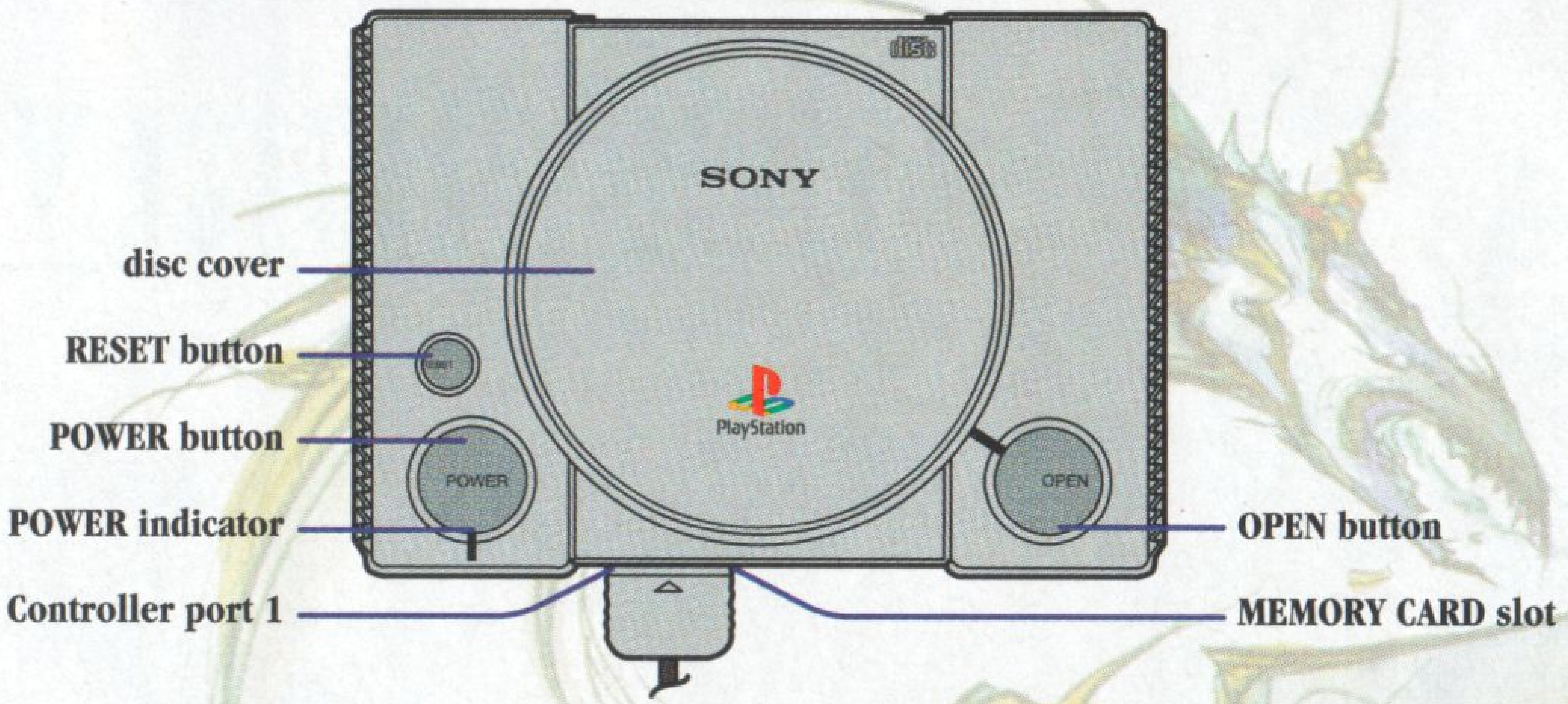


PROLOGUE

Dreams fill the land with hope
Courage ignites flames
Water is the source of sympathy
Investigation carries intelligence in the Wind
If people possess the four wills, light can arise

FINAL FANTASY V

GETTING STARTED



TO START A NEW GAME

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Final Fantasy® V** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

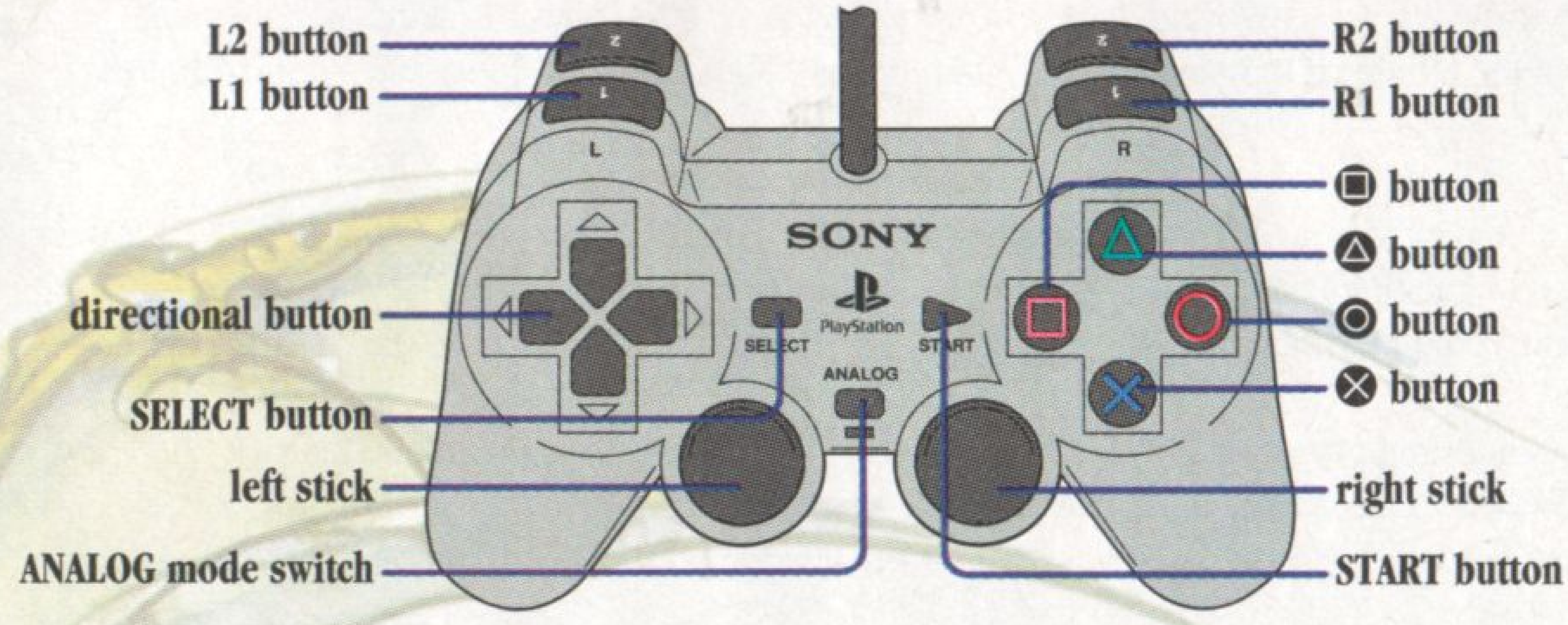
CONTINUE FROM SAVED DATA

When saved data exists, pressing the START button or the ⊗ button at the Title Screen will switch the display to the Loading Screen. If the player selects a MEMORY CARD with saved data, the screen will switch to a File Screen. With the cursor, select the file to continue from, and press the ⊗ button.
If starting a new game, the player must select **<New Game>**.

ENTERING NAMES

During the game, the player will have the opportunity to change the names of important characters. When the opportunity arises, pressing the ⊗ button will switch the screen to the Name Entering Screen. Use the directional button to move the cursor next to the desired letter to be entered, and press the ⊗ button to confirm the selection. To cancel a selection, press the ◯ button. Once the desired name is entered, press the START button to return to the original screen.

CONTROLS



✕ button
In addition to gathering information and items, this button serves the following purposes:

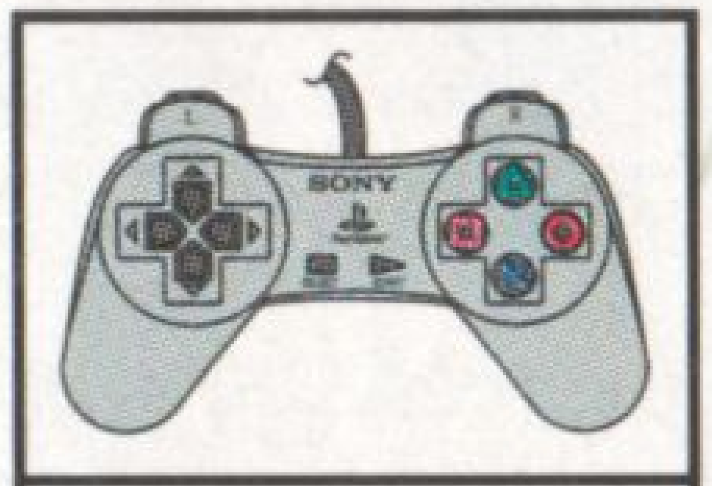
- Execute a command selected with the directional button.
- Talk to people in castles, villages, and towns by positioning the character next to them.
- Search the contents within a Treasure Box.
- Ride and dismount various modes of transportation such as the Zeppelin or Chocobo.
- Activate door switches, elevators, etc.

○ button
Cancel the selected command (return to the previous menu) and close an opened screen. If the character is moved while the ○ button is pressed, its movement will increase to twice its regular speed.

□ button
Bring up the World Map only if the character possesses **<World Map>** and is in the field. The World Map displays the character's present location, and the nearby towns, villages, and castles. This map provides an excellent reference guide if a character should become lost. (Chocobos, Flying Dragons, and Zeppelin locations will also be displayed).

△ button
Switch the display to the Menu Screen. The command will not work during battles or events. See the Menu Screen section (p.6) for a detailed explanation.

directional button
Direct movement of characters and vehicles. The directional button is also used to move the cursor to select commands and items.



NOTE:
If your controller looks like this, please follow the digital instructions below.

R1 button
Allow the party to escape from battle when pressed in conjunction with the L1 button.

R2 button
Not used during gameplay.

L1 button
Allow the party to escape from battle when pressed in conjunction with the R1 button.

L2 button
Not used during gameplay.

SELECT button
Not used during gameplay.

START button
Pause the game during battle. Pausing the game is useful for planning battle strategies.

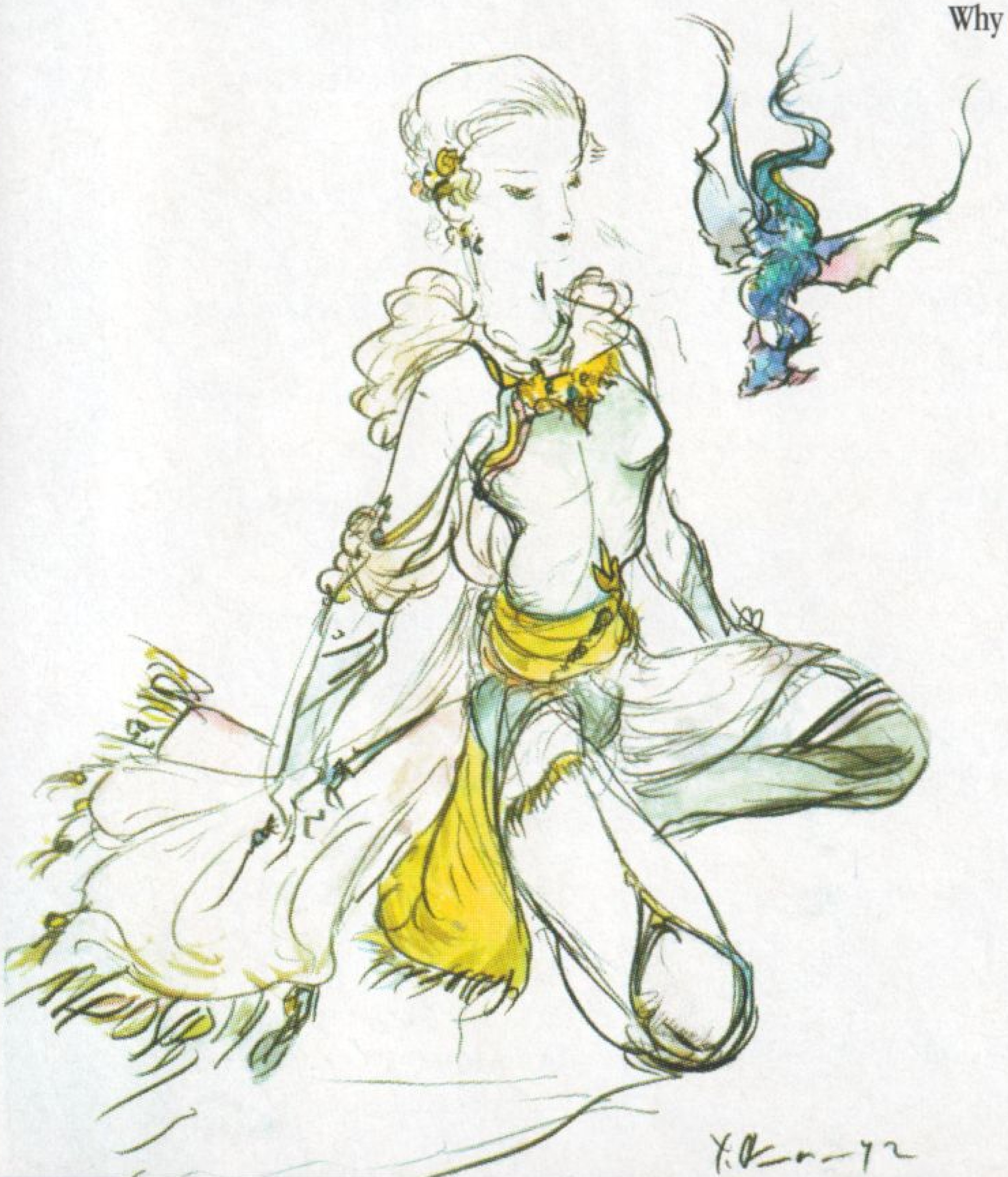
NOTE: Within the command windows of the Menu Screen, the player will be able to shift through the information displayed on the screen by pressing the L1, L2, R1 or R2 button.

STORY

The world thrived on the power of four particular crystals- Wind, Earth, Fire, and Water. With the power of Wind, people sailed ships. With the power of Fire, they began the industrial movement. With Water, people quenched their thirst, and from Earth, they received blessings.

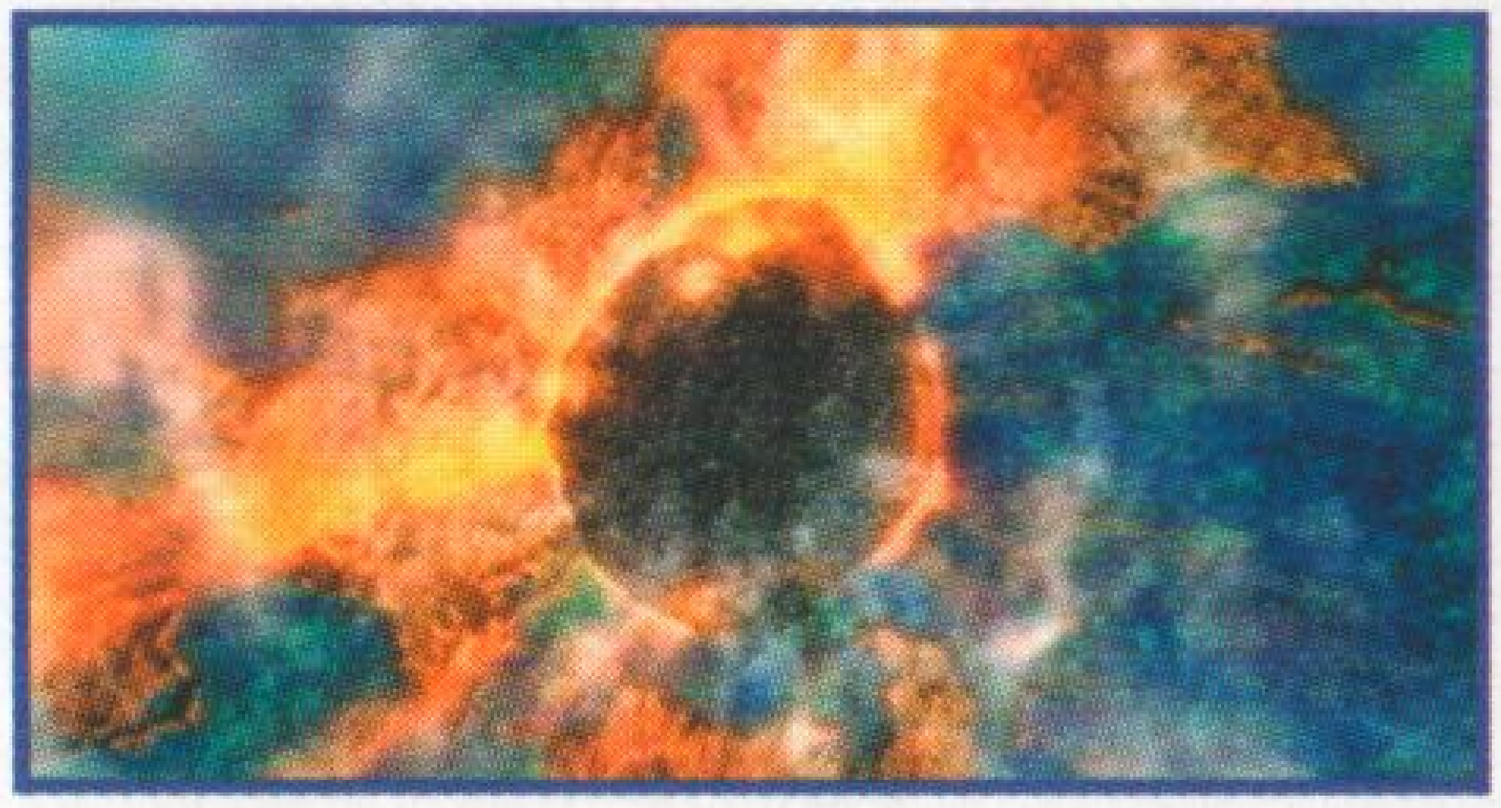
One day, the Tycoon King, upon feeling an irregularity in the air currents, rushed to the Wind Shrine, only to find the Wind Crystal shattering to pieces right before his eyes. In addition to this catastrophe, an enormous meteor had fallen to the ground, causing earthquakes in the surrounding land near Tycoon Castle.

Unbeknownst to them, this event is about to bring four people from different walks of life together on a common journey. There is Faris, a pirate who felt the impending disaster of the Wind; Galuf, a mysterious old soldier who has lost his memory due to the force of the fallen meteor; Reina, a girl who has left Tycoon Castle in search of her father; and Bartz, a wandering traveler.



Why did the Crystal shatter? What happened to the missing Tycoon King? What meaning does the fallen meteor have?

The answers will start to unfold as this grand adventure filled with new encounters and many mysteries begins...



SAVING ONTO THE MEMORY CARD

Insert a MEMORY CARD into the PlayStation MEMORY CARD slot 1 or 2. The player will be able to save in the field or in areas such as dungeons where save points exist. Select **<Save>** on the Menu Screen. If the player selects a MEMORY CARD onto which the data will be saved, the screen will switch to the MEMORY CARD File Screen. From this screen, the player will be able to choose a MEMORY CARD slot on which current game data can be saved.

SAVING ONTO THE MEMO FILE

A Memo File save is not the same as a MEMORY CARD save. The Memo File system will leave one temporary record in the PlayStation's memory. Once the power is turned OFF or the RESET button is pressed, the saved Memo File will be deleted. Data that the player wishes to save permanently should be stored on the MEMORY CARD. In order to record to the Memo File, the player must select **<Save>** from the Menu Screen and then select **<Memo>**. Once **<Memo>** has been selected, press the ⊗ button to save.

SOFT RESET

To restart a game from a saved Memo File, execute a soft reset (simultaneously pressing the R1, R2, L1, L2, START, and the SELECT buttons). The player will be taken back to the opening movie after which they will be able to access the Loading Screen. Selecting **<Memo>** from this screen will allow the player to resume the game from their saved Memo File.

GAME OVER

The game is considered over if any of the following instances or combination of instances occur to the whole party:

- Party members HP reaches zero.
- Party members become Petrified.
- Party members turn into Zombies.

Once a game is over, it is possible to continue from the last saved point. During battle, instead of constantly attacking, the player should utilize Recovery Magic and other items in order to prevent the decrease of HP to a critical level. Be aware of other characters' HP level at all times. If a character is poisoned, becomes petrified, turns into a Zombie, or gets paralyzed, it is crucial that the character is quickly healed before their HP reaches zero.

THE MENU SCREEN

The Menu Screen can be accessed at any time except during battles or events by pressing the △ button. Commands such as viewing character status, changing Jobs and switching equipment are all executed from this screen.

CHARACTER DATA

1. Name
Displays the character's name.

2. Level
Displays the character's current level.

3. Job
Displays the character's current Job name and/or status (see Status Abnormalities on page 16).

4. Job Level
Displays the character's current Job Level, acquired Ability Points, and Ability Points necessary to reach the next level.

5. HP (Hit Point)
Displays the character's Current/Maximum HP value.

6. MP (Magic Point)
Displays the character's Current/Maximum MP value.

FORMATION CHANGES

In addition to the order in which characters are displayed during battle, characters can be assigned to the Front or Back Row of the formation. Characters in the Front Row can do more damage and hit enemies easier, though they are also more vulnerable to enemy attacks. Characters in the Back Row have a more difficult time attacking, but are better shielded from direct attacks by the enemy. A basic strategy is to place warriors in the Front Row while magic users cast spells from the Back Row. To change formation, first go to the Menu Screen. When the directional button is pressed to the LEFT, the **<Order>** command will appear. To change a character's position, move the cursor to the character to be changed, and press the ⊗ button twice. To switch the positions of two characters, the player must move the cursor to one character, press the ⊗ button, then move the cursor to the other character and press the ⊗ button again to complete the switch. (The character located at the top of the Menu Screen will represent the character/party when in the field).

MENU SCREEN

The Menu Screen consists of character data and four windows. Brief descriptions on how to read each window will be discussed in the following section. See page 8 for more details on how to use the Menu Screen.

1. Job/Ability Window
This window allows the player to change the Job and Ability of characters. See page 17 for instructions on how to change Jobs, and page 18 for methods on how to combine Abilities.

2. Menu Command Window
This window allows the player to select and execute the following commands:

- Item
- Magic
- Equip
- Status
- Config
- Save

3. Time Window
This window displays the amount of time spent playing the game.

4. Money Window
This window displays the amount of money (in the form of GP) the party currently possesses.

USING MENU COMMANDS

The usage of each Menu Command on the Menu Screen (see The Menu Screen on page 6) will be introduced in the following section. Within the Menu Command Screens, it is possible to recover HP and MP, check status and equip items. These commands will help the character advance smoothly in the game.

NOTE: Within the Menu Command Screens, the player will be able to shift through the information displayed on the screen by pressing the L1, L2, R1 or R2 button.

ITEM

This command allows the player to use and arrange items. On the Menu Screen, move the cursor to **<Item>**. When the ⊗ button is pressed, the screen shown on the right will appear. The items that currently can be used are highlighted, whereas items that cannot be used are darkened. When the ◎ button is pressed, the cursor will move to the **<Use>**, **<Arrange>**, and **<Rare>** Window.

1. Use

Press the ⊗ button after moving the cursor to **<Use>**. Select the item to be used, and press the ⊗ button twice to confirm. Next, move the cursor to the character that will use the item and press the ⊗ button to finalize the selection.

2. Arrange

When items, weapons and armor are randomly displayed in the Item column, moving the cursor to **<Arrange>** and pressing the ⊗ button will allow the player to quickly organize these items by groups.

3. Rare

Moving the cursor to **<Rare>** and pressing the ⊗ button will display crucial items that are necessary in moving the game forward. Only rare items that are possessed will be displayed.

4. Item Use

Moving the cursor to an item name displays the usage for that particular item. Weapons and armor will not contain usage information. Only the traits of weapons and armor that have specific abilities will be displayed.

ORDER OF ITEMS

The player will be able to switch the location of two items by using the cursor and ⊗ button. Select an item to move with the cursor and press the ⊗ button. Then, select the item to be switched with the first item and press the ⊗ button again. The two items will switch positions.

MAGIC

Depending on the Job assigned, a character may have the ability to use magic spells possessed by the party. Press the ⊗ button after moving the cursor to **<Magic>**. Select a character with the cursor, and press the ⊗ button again to display the screen shown on the right. Next, select a magic type and press the ⊗ button to display a Magic Spell List (magic that can be used will be highlighted, whereas magic that cannot be used will appear darkened). After selecting the magic spell to be used and pressing the ⊗ button to confirm, the cursor will move to the Character Selection Window. To cast a magic spell on a particular character, select the character with the cursor, and press the ⊗ button. There are also certain types of magic spells that can have multiple targets. Please refer to the next section for more information on these types of magic spells.

MULTIPLE TARGET MAGIC SPELLS

There are some types of magic spells that can be cast on all characters or enemies. When selecting a character or an enemy, press the directional button to the LEFT/RIGHT until the cursor starts blinking over the entire targeted party. Press the ⊗ button to cast the spell.

EQUIP

It is possible to equip and remove weapons and armor for each character. Press the ⊗ button after selecting **<Equip>**, and select a character. After the selection has been made, press the ⊗ button again to display the screen shown on the right.

1. Equip

Press the ⊗ button after selecting **<Equip>** to choose the part of the body to equip. If the ⊗ button is pressed again, a list of weapons and armor that may be equipped will be shown on the bottom left section of the screen. From the list, select the item to be equipped. Once the selection has been made, press the ⊗ button to complete the equipping (or switching) process. Press the ◎ button to return to the Menu Screen. When equipping items, equipment stats with increasing abilities will be displayed in yellow, and equipment stats with decreasing abilities will be displayed in gray.

2. Optimum

This command will instantly equip the selected character with the best weapons and armor available in the party's inventory depending on their Job.

3. Remove

This command allows a specific piece of equipment to be removed. Once the selection has been made, press the ⊗ button to complete the process.

4. Empty

This command allows the player to instantly remove every piece of equipment on a selected character.

STATUS

Press the ⊗ button after selecting **<Status>**. Select a character and press the ⊗ button again to display character information. Some of the information available from this screen include:

- Current Character Level
- Job
- HP/MP
- Status

CONFIG

Various System Settings within the game, such as Battle Mode, Sound, and Window Color may be altered within the Config Screen. Settings should be adjusted to the player's preference. For example, if the player is not accustomed to the game controls, Battle Mode can be set to **<Wait>** (see Battle on page 14) and Battle Speed can be set to a slower speed to give the player more time to become familiar with the controls. In this way, the game will progress at the player's pace.

1. Battle Mode

The player can select between **<Active>** or **<Wait>** mode. When set to **<Active>**, time will continue to pass (enemies will attack) even though the Magic/Item Screen is open. When set to **<Wait>**, time comes to a standstill (enemies will not attack) when the Magic/Item Screen is open.

2. Battle Speed

The player can change the speed at which time passes during battle, ranging from 1 (fast) to 6 (slow). Press the directional button to the LEFT/RIGHT to operate the controls.

3. Message Speed

The player can change the speed at which battle messages are to be displayed in the upper part of the screen. Press the directional button to the LEFT/RIGHT to select a speed ranging from 1 (fast) to 6 (slow).

4. Command Setting

The player can select between two different Battle Command Screens. The first option is **<Window>**, which is the default setting. When set to **<Window>**, battle commands will appear in a column, and are accessed by pressing the directional button UP/DOWN. Pressing the directional button to the LEFT/RIGHT allows the player to access **<Row>** or **<Defend>**. The second is the **<Short>** option, in which commands are accessed by pressing UP, DOWN, LEFT, RIGHT on the directional button, and **<Row>** and **<Defend>** are accessed by pressing the L1 and R1 buttons, respectively.

5. Gauge

The player can change the appearance of the HP Window during battle. When set to **<ON>**, the time remaining until attack will be displayed in gauges. When set to **<OFF>**, the Current HP/Maximum HP will be displayed in numbers.

<OFF> displays the Current HP/Maximum HP in numbers.

<ON> displays the Current HP in numbers and the time remaining until attack in gauges.

6. Sound

The player can select between **<Stereo>** and **<Mono>** sound output.

7. Cursor

The player can select between **<Reset>** and **<Memory>** cursor positions.
If set to **<Reset>** the cursor in a command window defaults to the top of the screen each time.
If set to **<Memory>** the cursor will appear in its last position on the screen.

8. Re-Equip

The player can choose how equipment is distributed for a character right after a Job change or an Ability selection.
If **<Optimum>** is selected, a character will automatically be equipped with the best equipment in inventory. If **<Empty>** is selected, every item equipped by a character will be removed when a Job or Ability change occurs.

9. Controller

The player can choose between **<Single>** (one controller), and **<Multi>** (two controllers). If **<Multi>** is chosen, the player can assign each character's command during battle to any one of the two controllers, and the game can be enjoyed by two players.

10. Window Color

Window Color can be changed based on the player's preference. Adjust each color gauge (R=Red, G=Green, B=Blue) by pressing the directional button to the LEFT or RIGHT.

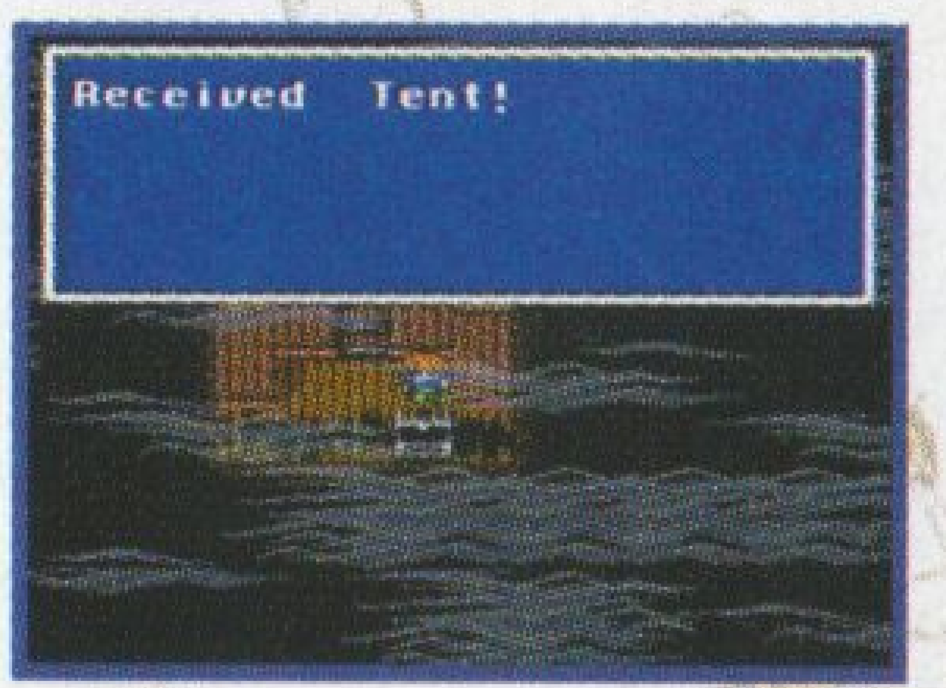
INFORMATION GATHERING BASICS

Gathering information is vital in progressing through the game. The ⊗ button is the key control in gathering information. If the player thinks something is hidden nearby, pressing the ⊗ button at that location may reveal something valuable.

Talk

To obtain information in the towns, villages, and castles, position the character in front of people and press the ⊗ button to open up a dialogue window. Gathering information will enable the character to be informed as to what lies ahead.

Inspect



Pressing the ⊗ button while standing in front of Treasure Boxes and Vases will allow the character to inspect and examine the contents within. If something is found inside, the character will automatically obtain the item.

Activate Switches & Levers

To activate door and device switches or pull elevator levers, position the character in front of the switch or lever, and press the ⊗ button.

MODES OF TRANSPORTATION

In the following section, various modes of transportation in the **FINAL FANTASY V** world will be introduced. These various modes of transportation are essential to the party's journey as they permit the party to travel to places that cannot normally be reached. It should be noted that the party can still be attacked when riding on a Chocobo or the Ship.With the exception of the Ship, boarding and disembarking are done with the ⊗ button.

Ship

The party will be able to freely ride a Ship across the sea. A Ship's speed will vary depending on its type.

Chocobo

A birdlike creature that helps the party travel across land, rivers, and lakes at twice the normal walking speed.

Zeppelin

An airship that can fly across the sky, but can only take off and land on flat land or water.

SHOPS

This next section will introduce the many establishments in the **FINAL FANTASY V** world. In addition to the Inns, there are various types of shops in towns and villages. To prepare for the next leg of the journey, it is wise to stock up on essential items and get plenty of rest.

Inns

Here, the party will be able to recover HP/MP and Status Abnormalities with the exception of the Zombie status effect.

Weapons Shop

Various weapons can be purchased here. However, the weapons sold will vary according to each shop.

Armor Shop

Various types of armor can be purchased here. However, the armor sold will vary according to each shop.

Item Shop

Essential items for the journey such as Potions and Phoenix Downs can be purchased here.

Magic Shop

Various types of magic spells can be purchased here. However, the magic spells sold will vary according to each shop.

BATTLE

The **FINAL FANTASY V** battle system uses an ATB (Active Time Battle) system in which time flows continuously during battle. With this feature, the player will have to take advantage of each turn and plan ahead to avoid giving enemies more time to act. Also, as mentioned earlier, both Battle Mode and Battle Speed within the Config Screen may be adjusted to the player's preference (see Config Screen on page 10). Besides normal encounters with random enemies, there are times when the party will be surprised by a group of enemies, and gets attacked first. Other times, an enemy attack may come from the rear, resulting in a surprise attack made against the party's more vulnerable Back Row.

Once in battle, the time at which a character can act is signified by the time gauge located in the lower right of the screen. Once the gauge fills up for a particular character, the Battle Screen will appear, listing the available commands. The command listed at the top of the Battle Screen is **<Fight>**, followed by a Job specific command if a Job is assigned to the character. The third slot is generally taken up by another Job specific command, though it may also remain empty if one is not assigned, or if the assigned ability is not a command. The last slot is occupied by the **<Item>** command.

Fight

When the **<Fight>** command is selected, a cursor will appear on an enemy. Using the directional button, the player can choose to target different enemies or allies. Once a target has been chosen, press the ⊗ button to execute the command.

Special Commands

If a character has been assigned a Job, a Job specific command will become available below the **<Fight>** command of the Battle Screen. The third slot of the Battle Screen is used to display an ability that was previously assigned to the slot through the Combining Abilities function explained on page 18. All Special Commands that can be used in battle are represented by a (!) and can be executed by pressing the ⊗ button.

Magic

If a character is equipped with a magic-using Job such as the Black Mage or White Mage, the special command during battle will be **<Black>** or **<White>**, respectively. Pressing the ⊗ button after selecting the magic type, such as White, Black and Blue Magic, will open up a window which will display every magic spell available to that particular character. Select the magic spell to be used with the directional button, and press the ⊗ button to confirm the selection. When a targeting cursor appears, select the target of the magic spell with the directional button, and press the ⊗ button again to cast. Some magic spells can have multiple targets. To use this feature, move the targeting cursor to the rear most target in an enemy (or an ally) group, and press the directional button in its direction one more time to select the whole group. The party can be targeted in the same manner.

Item
The party can also use items during battle. Select the **<Item>** command in the Battle Screen, and press the ⊗ button to display all items held in inventory. To use an item, move the cursor to the item to be used and press the ⊗ button twice. Next, with the cursor, select the recipient (enemy or ally) of the item, and press the ⊗ button to execute the command.

CHANGING WEAPONS DURING BATTLE
To change a character's weapon during battle, first go to the **<Item>** command and press the ⊗ button to display the Item Window. Next, select the weapon to equip, and press the ⊗ button again. Once the selection has been made, move the cursor to the very top of the Item Window, and press the directional button UP one more time to display the Weapon Equip Window. This window displays the items that the selected character currently has equipped. Finally, move the cursor to the weapon to be replaced, and press the ⊗ button to complete the command.

Defend
Pressing the directional button to the RIGHT when the Battle Screen is displayed will reveal the **<Def.>** command. When this command is executed (with the ⊗ button), the character will take no action, but will also take less damage from enemy attacks.

Row
Pressing the directional button to the LEFT when the Battle Screen is displayed will reveal the **<Row>** command. When this command is executed with the ⊗ button, the selected Front and Back Row characters will switch positions. This command is useful in the event of a rear or surprise attack, where the weaker Back Row is exposed.

ESCAPE
Although there is no display for this command, the player can remove the party from a battle situation by simply holding down the L1 and R1 buttons simultaneously. While this is possible most of the time, be advised that there are some enemies that the party will not be able to escape from, or enemies that are difficult to escape from.

END OF BATTLE
Upon winning a battle, the character will obtain money (in the form of GP), Experience Points (EXP), and Ability Points (ABP). The amount of money or points obtained depends on the number of enemies defeated, and their type. Money will be necessary when staying in Inns and buying weapons, items, and magic. Experience Points will be added automatically, and once a certain level of points is reached, the character's level will increase. According to the Job, Ability Points will automatically be added as well. Once the set number is reached, the type of Job and the corresponding Ability for that particular level can be learned.

ENEMIES WITH TREASURES
Occasionally, after an enemy has been defeated, treasure will be left behind. This is signified by the appearance of a Treasure Screen after the Ability Points earned display disappears. To collect this treasure, merely select the **<Take All>** command.

STATUS ABNORMALITIES

During battle, various Status Abnormalities such as Poison, Frog, Age, and Confuse can occur. Some Status Abnormalities will recover after battle, and some will not.

NON-RECOVERABLE STATUS ABNORMALITIES

Knockout When HP reaches zero, the character is knocked out until revived with a Phoenix Down or Raise Spell.

Petrify The character becomes petrified, making movement impossible until restored by a Soft potion.

Toad Attack and Defense Power become weaker and the character loses the ability to cast all magic spells except for Toad.

Mini Attack and Defense Power become weaker, but the character can still cast magic spells.

Poison Poison circulates through the character's body decreasing HP gradually.

Dark The character is blinded by darkness, lowering Hit Percentage Rate.

Zombie The character transforms into a Zombie and begins attacking allies. Only Holy Water will enable recovery.

RECOVERABLE STATUS ABNORMALITIES

Age The character begins to age rapidly, causing character attributes to decrease.

Silence Magic spells are nullified and the character loses the ability to cast magic.

Sleep The character falls into a deep sleep and can no longer act.

Paralyze Magical paralysis drains the character's strength, making movement impossible.

Confuse The mind of the character gets clouded, making it impossible to distinguish between friend and foe.

JOB DEFINITION

The Jobs a character can equip originates from the essence of past heroes embedded within fragments of the elemental crystals. By obtaining and changing Jobs using the method shown below, a character absorbs the past hero's powers, and their special abilities. For instance, characters with the power of the Knight will become expert Swordsmen, while those with the power of the White Mage will gain the ability to wield powerful White Magic and those with the power of the Geomancer will be able to control nature at will.

NOTE: Within the command windows of the Menu Screen, such as the Job and Ability Windows, the player will be able to shift through the information displayed on the screen by pressing the L1, L2, R1 or R2 button.

1.

READING THE JOB SCREEN

1. Current character status

Displays the current Job and Job Level.
See "Ability Definition" on page 18 to learn how to read Job Level numbers.

2. Jobs which are available

The Jobs that can currently be assigned will be displayed in the Job Screen. The selected Job will be displayed in color.

3. Data of selected Jobs

The name of the selected Job, Job Level, and remaining ABP necessary for the next Job Level are displayed.

JOB CHANGE METHOD

During the game, press the △ button to display the Menu Screen. Next, move the cursor to **<Job>** and press the ✕ button to execute the command. The player must now choose a character whose Job is to be changed, and then press the ✕ button to display the Job Screen seen on the upper right of this page. Use the directional button to choose a Job, and make the final selection by pressing the ✕ button twice. When pressed twice, the Job selected and its data will be displayed in the window on the left page. After the Job change is complete, the screen will change to the Ability Screen seen to the right. After choosing an Ability (please see page 18 for the Attachment Method) and equipping a character with equipment from the Equip Screen, seen on the lower right of this page (see the "Equip" section on page 9 for methods on how to equip), return to the Menu Screen by pressing the ○ button. If the party has not yet acquired any Jobs, the **<Job>** command will be inaccessible. If a party has Jobs available without any Abilities, the Ability Screen will not appear after a Job change. Instead, the Equip Screen would appear. Depending on the setting made in the Config Screen, the Equip Screen will either automatically equip the strongest equipment for the Job, or remove every item that the character had equipped (see page 11).

2.

3.

ABILITY DEFINITION

Each Job has a level different from the one a character possesses. This represents how much experience the player has accumulated with this particular Job. When the player obtains a certain amount of Ability Points (ABP), the level will increase.

When Job Level increases, the player will learn various Abilities. These Abilities are special techniques unique to the Job. Once the Ability is learned, it will not be lost during a Job Change. By combining them with Abilities from other Jobs, the player will be able to create extremely versatile characters. On the Menu and Job Screens, the Current Job Level/Current ABP Value is displayed on the right side of the Character Level, and thus, the player will be able to check how many points are necessary for a level increase. (When the level increases, the current ABP value will become zero).

READING THE ABILITY SCREEN

1. Job Command
Displays the characteristic command of the Job that is present from the beginning.

2. Current Ability
Displays the Ability that the character currently has equipped.

3. Acquired Ability
Displays the Abilities that have been acquired up to the present.

4. Characteristics
Displays the characteristics of the acquired Abilities.

2

3

COMBINING ABILITIES

To display the Ability Screen as shown above, after accessing the Menu Screen during the game by using the △ button, move the cursor to **<Ability>** and press the ⊗ button. At this point, if the player presses the ⊗ button once on window (2) (above), a cursor will appear in window (3). Use the cursor to select an Ability, and press the ⊗ button to execute the command. Then, move the cursor to **<End>** on the screen as shown above and press the ⊗ button to exit the Ability Screen. (The Ability Screen can also be exited by pressing the ● button). The player now only needs to equip the character with weapons and armor in the Equip Screen, and everything should be set. If no Abilities have been obtained, the command will not be available (in this case, the **<Ability>** command will appear in darkened font on the Menu Screen).

Warning On Combining Abilities

Abilities should not be combined randomly. For example, if the Berserker Level 1 Ability, "Berserk", is attached to a White Mage, the character will go "Berserk" in battle, and come under computer control, denying the player any use of the White Mage's Abilities. Also, attaching a Knight's Level 4 Ability, "Shield", to a Magic Swordsman who already has the innate ability to "Shield" will have no extra effect since the two Abilities are the same. Thus, the player should try to think of useful combinations to avoid wasting valuable Abilities.

JOB & ABILITY LIST

JOB	LEVEL	ABILITY	CHARACTERISTICS
KNIGHT	1	Cover	Protect weakened ally from being directly attacked.
	2	!Guard	Completely block direct attacks (zero damage).
	3	2 Handed	Double Attack Power, but cannot equip Shields.
	4	EqShield	Characters that cannot equip Shields will be able to equip them.
	5	EqArmor	Characters who cannot equip Heavy Armor will be able to equip them.
	6	EqSword	Equip a Sword, and have the same "power" as a Knight.
	Special Command: Guard		Job characteristic: Cover Possible to equip: Short Sword, Sword
MONK	1	!Store	Accumulate power for one turn, and Attack Power doubles on the next attack.
	2	Barefist	Bare hand Attack Power becomes the same as that of the Monk's.
	3	!Chkra	Recover one's own HP, and status abnormalities such as Dark, and Poison.
	4	Counter	If the character receives a direct attack, a counterattack is possible.
	5	HP 10%	Max HP increases by 10 %.
	6	HP 20%	Max HP increases by 20 %.
	7	HP 30%	Max HP increases by 30 %.
	Special Command: Kick		Job characteristic: Counter, Fight Possible to equip: None
THIEF	1	Secret	Hidden passageways become visible.
	2	!Flee	Run away from battle. Faster than the L1/R1 buttons.
	3	Dash	Move at four times the normal speed through towns and villages by holding down the ◉ button while moving with the directional button.
	4	!Steal	Steal treasures from enemies.
	5	Caution	Prevent rear attacks by 100%.
	6	!Mug	Attack enemies and steal their treasure.
	7	Footwork	"Speed" becomes the same as the Thief's.
	Special Command: Steal		Job characteristic: Secret, Caution, Dash Possible to equip: Short Sword
LANCER	1	!Jump	Perform Jump Attack. With a Lance, Attack Power doubles.
	2	!Lance	Steal enemy's HP and MP to recover one's own.
	3	EqLance	Characters that cannot equip Lances will be able to equip them.
	Special Command: Jump		Job characteristic: None Possible to equip: Short Sword, Lance
NINJA	1	!Dustb	Run away from battle. Faster than the L1/R1 buttons.
	2	!Twin	Produce two duplicates of oneself and prevent two direct attacks.
	3	Firstatk	Percentage of first attacks increases.
	4	!Throw	Attack by throwing weapons. Stronger than normal attacks.
	5	2 Sword	Hold weapons in both hands, attack twice.
	Special Command: Throw		Job Characteristic: First Attack Possible to equip: Short Sword

JOB & ABILITY LIST

JOB	LEVEL	ABILITY	CHARACTERISTICS
SAMURAI	1	!Sslap	Attack enemies and paralyze them.
	2	!$Toss	Attack by throwing GP. If the level is high, more money will be thrown.
	3	Swrdgrab	Perform a Sword Grab against direct attacks, deflecting the blow.
	4	EqKatana	Characters that cannot equip Katanas will be able to equip them.
	5	!Fdraw	Clean sweep enemies at lightning speed.
	Special Command: Coin Toss	Job Characteristic: Sword Grab	Possible to equip: Short Sword, Katana
BERSERKER	1	Berserk	Always in Berserk mode during battle.
	2	EqAxe	Characters that cannot equip Axes will be able to equip them.
	Special Command: None	Job Characteristic: Berserk	Possible to equip: Short Sword, Axe
HUNTER	1	!Critt	Call for critters of the forest (animals).
	2	!Aim	Aim to raise hit percentage.
	3	EqBow	Characters that cannot equip a Bow and Arrow will be able to equip them.
	4	!Sshot	Attack four consecutive times. But for each successive attack, the Attack Power will be cut in half.
	Special Command: Aim	Job Characteristic: None	Possible to equip: Short Sword, Bow
SORCERER	1	Magiwall	Put a barrier over oneself when knocked out.
	2	Sword 1	Cast Magic Sword up to Level 1.
	3	Sword 2	Cast Magic Sword up to Level 2.
	4	Sword 3	Cast Magic Sword up to Level 3.
	5	Sword 4	Cast Magic Sword up to Level 4.
	6	Sword 5	Cast Magic Sword up to Level 5.
	7	Sword 6	Cast Magic Sword up to Level 6.
	Special Command: Sword	Job characteristic: Magiwall	Possible to equip: Short Sword, Sword
WHITE MAGE	1	White 1	Cast White Magic up to Level 1.
	2	White 2	Cast White Magic up to Level 2.
	3	White 3	Cast White Magic up to Level 3.
	4	White 4	Cast White Magic up to Level 4.
	5	White 5	Cast White Magic up to Level 5.
	6	White 6	Cast White Magic up to Level 6.
	7	MP+10%	MAX MP will increase by 10%.
	Special Command: White	Job characteristic: None	Possible to equip: Staff

JOB	LEVEL	ABILITY	CHARACTERISTICS
BLACK MAGE	1	Black 1	Cast Black Magic up to Level 1.
	2	Black 2	Cast Black Magic up to Level 2.
	3	Black 3	Cast Black Magic up to Level 3.
	4	Black 4	Cast Black Magic up to Level 4.
	5	Black 5	Cast Black Magic up to Level 5.
	6	Black 6	Cast Black Magic up to Level 6.
	7	MP+30%	MAX MP will increase by 30%.
	Special Command: Black Job characteristic: None Possible to equip: Short Sword, Rod		
TIME MAGE	1	Time 1	Cast Time Magic up to Level 1.
	2	Time 2	Cast Time Magic up to Level 2.
	3	Time 3	Cast Time Magic up to Level 3.
	4	Time 4	Cast Time Magic up to Level 4.
	5	Time 5	Cast Time Magic up to Level 5.
	6	Time 6	Cast Time Magic up to Level 6.
	7	EqRod	Characters that cannot equip Rods will be able to equip them.
	Special Command: Time Job characteristic: None Possible to equip: Short Sword, Rod		
SUMMONER	1	Summn 1	Cast Summoned Magic up to Level 1.
	2	Summn 2	Cast Summoned Magic up to Level 2.
	3	Summn 3	Cast Summoned Magic up to Level 3.
	4	Summn 4	Cast Summoned Magic up to Level 4.
	5	Summn 5	Cast Summoned Magic up to Level 5.
	6	!Call	Randomly call one Summoned Beast without using MP.
	Special Command: Summon Job characteristic: None Possible to equip: Short Sword, Rod		
BLUE MAGE	1	!Check	Examine an enemy's MAX HP/MP and weaknesses.
	2	Learning	Learn an enemy's characteristic attacks as Blue Magic.
	3	!Blue	Cast Blue Magic (see Magic List, p. 23).
	4	!View	In addition to **<Check>**, also examines current status.
	Special Command: Blue Job characteristic: Learning Possible to equip: Short Sword, Sword, Rod		
RED MAGE	1	Red 1	Cast Red Magic up to Level 1.
	2	Red 2	Cast Red Magic up to Level 2.
	3	Red 3	Cast Red Magic up to Level 3.
	4	!Redx2	Cast magic twice consecutively.
	Special Command: Red Job characteristic: None Possible to equip: Short Sword, Sword, Rod, Staff		

JOB & ABILITY LIST

JOB	LEVEL	ABILITY	CHARACTERISTICS
TRAINER	1	!Tame	Tame magical beasts.
	2	!Cntrl	Control beasts and have them attack one another.
	3	EqWhip	Equip a Whip to have the same "power" and "speed" as a Trainer.
	4	!Catch	Catch a somewhat weak enemy.
	Special Command: Catch/Free	Job characteristic: None	Possible to equip: Short Sword, Whip
CHEMIST	1	Medicine	Double the effect of Tonics and Tinctures.
	2	!Mix	During battle, create a new medicine from two medicines.
	3	!Drink	Drink an item specifically for Chemists.
	4	!Recvr	Recover status abnormalities for everyone in the party.
	5	!Rvive	Revive all characters who can no longer battle.
	Special Command: Drink, Giant's Medicine	Job characteristic: Medicine	Possible to equip: Short Sword
GEOMANCER	1	!Earth	Attack using elements from that particular terrain the character is in.
	2	Findhole	Will not receive damage from the damage floor.
	3	Antitrap	Traps become visible.
	Special Command: Earth	Job characteristic: Findhole, Antitrap	Possible to equip: Short Sword, Bell
BARD	1	!Hide	Hide. Cannot become an attack target when hidden.
	2	EqHarp	Equip a Harp to obtain the same "speed" and "magical power" as a Bard.
	3	!Sing	Sing songs with various abilities. (See Song Effects, p. 23).
	Special Command: Sing	Job characteristic: None	Possible to equip: Short Sword, Harp
DANCER	1	!Flirt	When successful, enemies become nervous and anxious.
	2	!Dance	When performed, mysterious dances inflict random effects on enemies.
	3	EqRibbon	Characters that cannot equip Ribbons will be able to equip them.
	Special Command: Dance	Job characteristic: None	Possible to equip: Ribbon, Short Sword
MIME	1	Mime	Imitate the previous character's actions.
	Special Command: Mime	Job characteristic: None	Possible to equip: Short Swords other than Ninja Katanas, Rod, Staff, Thief weapons such as Full Moon** and other Ninja exclusive weapons.
BARE (NO JOB)	Special Command: None	Job characteristic: None	Possible to equip: Possible to equip everything

NOTE: For magic and abilities with an "!" mark attached in front, the player will be able to use them as a command during battle.

MAGIC & SONG EFFECTS

Listed here are samples of some of the effects caused by various magic spells and songs in the game. Other types of magic and songs can be found.

WHITE MAGIC	LV	EFFECT
Cure	1	Recover HP. Attack the Undead.
Scan	1	Read enemy information.
Antdot	1	Cleanse Poison from body.
Mute	2	Nullify spells.
Protes	2	Increase defense.
Mini	2	Shrink and brings back to normal.
Cure2	3	Recover HP. Stronger version of Cure.
Raise	3	Recover Knockout. HP recovers a little.
Muddle	3	Affect brain and causes confusion.

BLACK MAGIC	LV	EFFECT
Fire	1	Attack with Flames (small damage).
Ice	1	Attack with Ice (small damage).
Bolt	1	Attack with Lightning (small damage).
Poison	2	Slowly drain HP with the power of Poison.
Sleep	2	Put enemies to sleep.
Toad	2	Turn enemies into Frogs; turns them back.
Fire2	3	Attack with Flames (medium damage).
Ice2	3	Attack with Ice (medium damage).
Bolt2	3	Attack with Lightning (medium damage).

TIME MAGIC	LV	EFFECT
Speed	1	Reduce battle speed.
Slow	1	Slow down time lapse around enemies.
Regen	1	Recover HP at a designated time.
Mute	2	Disable spells and songs.
Haste	2	Speed up time lapse around allies.
Float	2	Prevent damage received from the ground.
Demi	3	Reduce HP to a half with Gravity Bomb.
Stop	3	Stop time around enemies for a limited time.
Telepo	3	Escape from dungeons and battle.

SUMMON MAGIC	LV	EFFECT
Chocobo	1	Summon Chocobo to kick enemies.
Sylph	1	Attack using Wind and party's HP gets recovered.
Remora	1	Cling onto enemies and stops movement.
Shiva	2	Summon Blizzard and freezes enemies.
Ramuh	2	Strike enemies with powerful Lightning.
Ifrit	2	Burn enemies with Flames from hell.
Titan	3	Attack all enemies by causing an Earthquake.

BLUE MAGIC	EFFECT
L5 Doom	Cast "Death" on enemies with levels that are multiples of 5.
Toad Song	Turns enemies into Toads.
Flash	Blinds enemies with powerful light.
Pep Up	Sacrifice a character in order to recover party.
Red Feast	Drains enemies' HP.
Exploder	Explodes oneself to damage enemies.
Aero	Damage enemies who are weak against the power of Wind.
Gob Punch	Attack with a powerful invisible punch.
WhitWind	Recover all members with the amount of the character's own HP.
Condemnd	Become dead after 30 counts.

SONG	EFFECT
Power Song	Increase "Power" of all allies.
Speed Song	Increase "Speed" of all allies.
Str. Song	Increase "Strength" of all allies.
MP Song	Increase "MP" of all allies.
Lvl Song	Increase "Level" of all allies.
Requiem	Give damage to "Undead" types.
Love Song	Stop all enemy movement.
Temptation Song	Confuse all enemies.

ITEMS & COMBINATIONS

Listed here is a sample of some of the useful items to be found in the game. These items can be combined by using the Chemist Ability **<Mix>**. There are other items which will be encountered.

COMBINATION METHOD

1. During battle, select **<Mix>** and press the ⊗ button.
2. From the item list which appears, the player must select the first item to be mixed and press the ⊗ button.
3. Next, the player will select the other item to be mixed and press the ⊗ button.
4. After selecting the character who will use this item, the player must press the ⊗ button. (When the item created is an item which can cause damage, a cursor will flash alongside the enemies).

ITEM	EFFECT
Tonic	Recover HP (small effect).
Potion	Recover HP (large effect).
Ether	Recover MP.
Elixir	Recover HP/ MP completely.
Phoenix Down	Recover "Knockout" status.
Maiden's Kiss	Recover "Toad" status.
Holy Water	Recover "Zombie" status.
Turtle Shell	Item exclusive for combinations.
Dragon Fang	Item exclusive for combinations.
Dark Matter	Item exclusive for combinations.

FINAL FANTASY V

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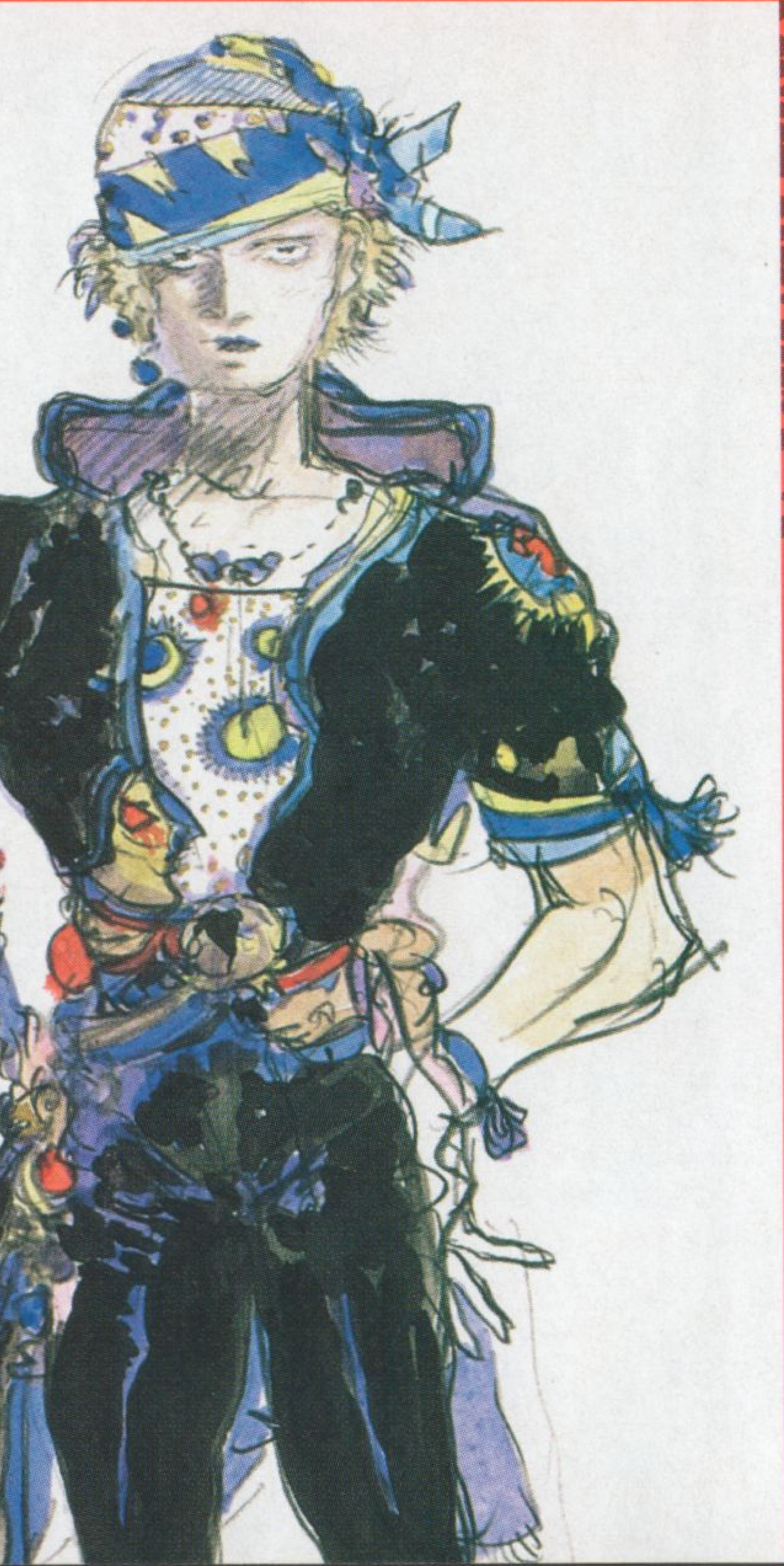
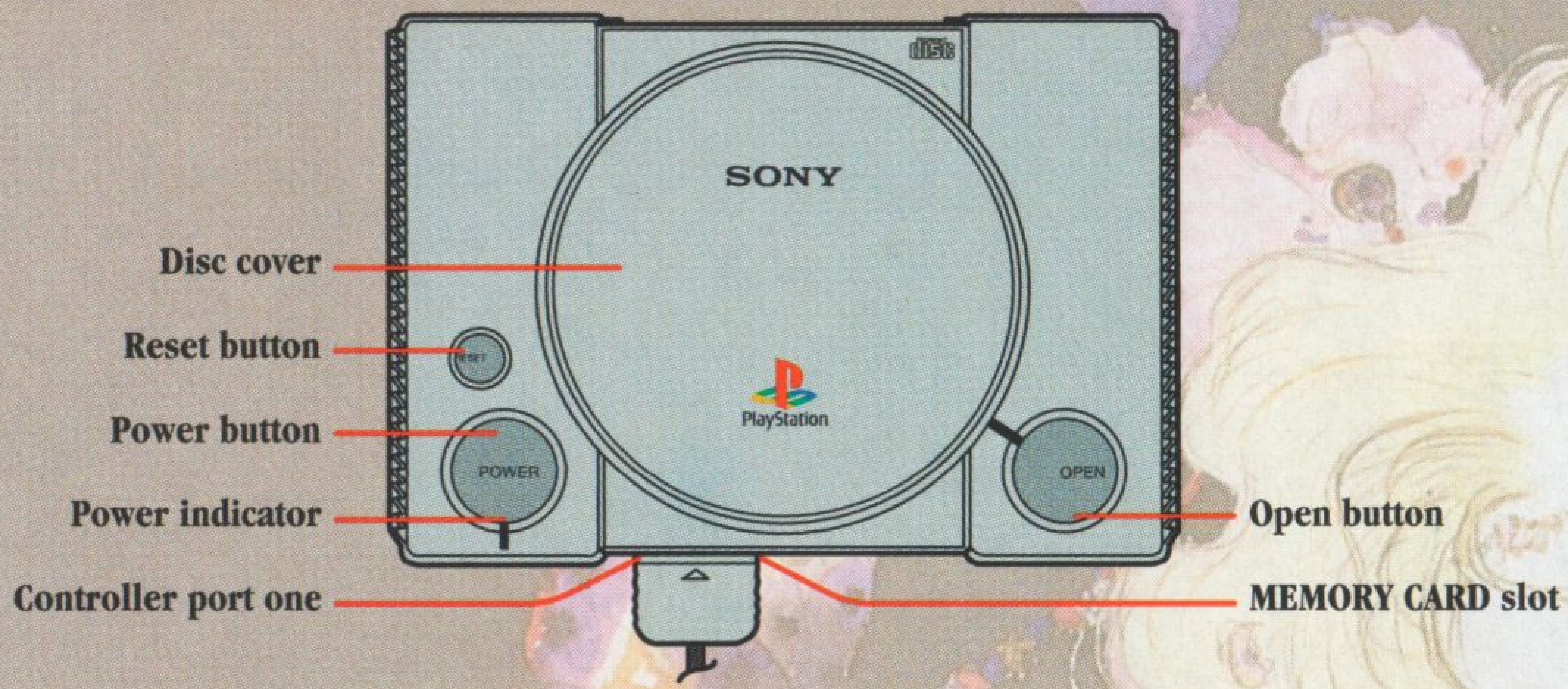
THE WAR OF THE MAGI

Many centuries have passed since the war. Civilizations have been rebuilt with iron, machines, and technology. For years the Espers have existed only in ancient legends. Now an Esper has been discovered and the forces of magic are beginning to return. The risk of another, more devastating war is about to surface.





TO START A NEW GAME

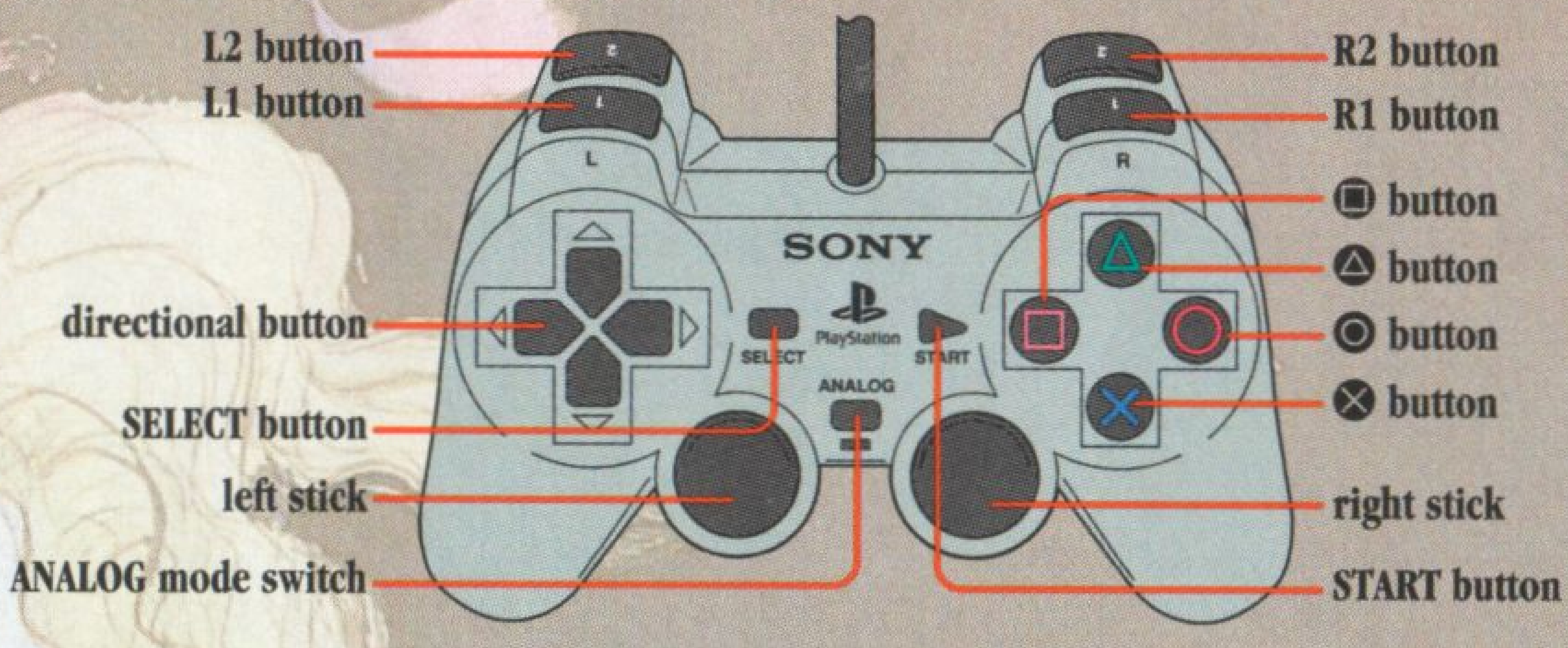
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **FINAL FANTASY® VI** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONTINUE FROM SAVED DATA

When Saved Data exists, pressing the START button or the ⊗ button at the Title Screen will switch the display to the Loading Screen. If the player selects a MEMORY CARD with Saved Data, the screen will switch to a File Screen. With the cursor, select the file to continue from, and press the ⊗ button. If starting a new game, the player must select **<New Game>**.

ENTERING NAMES

During the game, the player will have the opportunity to change the names of important characters. When the opportunity arises, pressing the ⊗ button will switch the screen to the Name Entering Screen. Use the directional button to move the cursor next to the desired letter to be entered, and press the ⊗ button to confirm the selection. To cancel a selection, press the ◎ button. Once the desired name is entered, press the START button to return to the original screen.



NOTE:
If your controller looks like this, please follow the digital instructions below.

✕ button
In addition to gathering information and items, this button serves the following purposes:

- Execute a command selected with the directional button.
- Talk to people in castles, villages, and towns by positioning the character next to them.
- Search the contents within Treasure Boxes, Vases, and Clocks for Items.
- Mount and move forward various modes of transportation such as the Zeppelin or Chocobo.
- Activate door switches, elevator levers, etc.

○ button
- Cancel the selected command (return to the previous menu) and close an opened screen.
- Increase character movement to twice its regular speed. If the character is equipped with the relic **<Sprint Shoes>**, movement will increase to four times normal speed.
- Dismount or disembark from various modes of transportation such as the Zeppelin or Chocobo.

□ button
- Switch the Magic Menu Screen display between percentage of learned magic and consumed MP.

△ button
- Bring up the Menu Screen. This command will not work during battles or events.

L1/L2 button, R1/R2 button, SELECT button
- Allow the player to scroll through menus and items when navigating the Menu Screen.
- Target entire party of allies or enemies when casting magic.
- Scroll through characters in the **<Status>**, **<Skills>**, and **<Equip>** screens.
- Allow swift scrolling of the Magic Spell List and Item Lists during battle.
  (Only the R1,R2, or the SELECT button).

L1+R1 buttons
- Allow the party to escape from battle when pressed in conjunction.

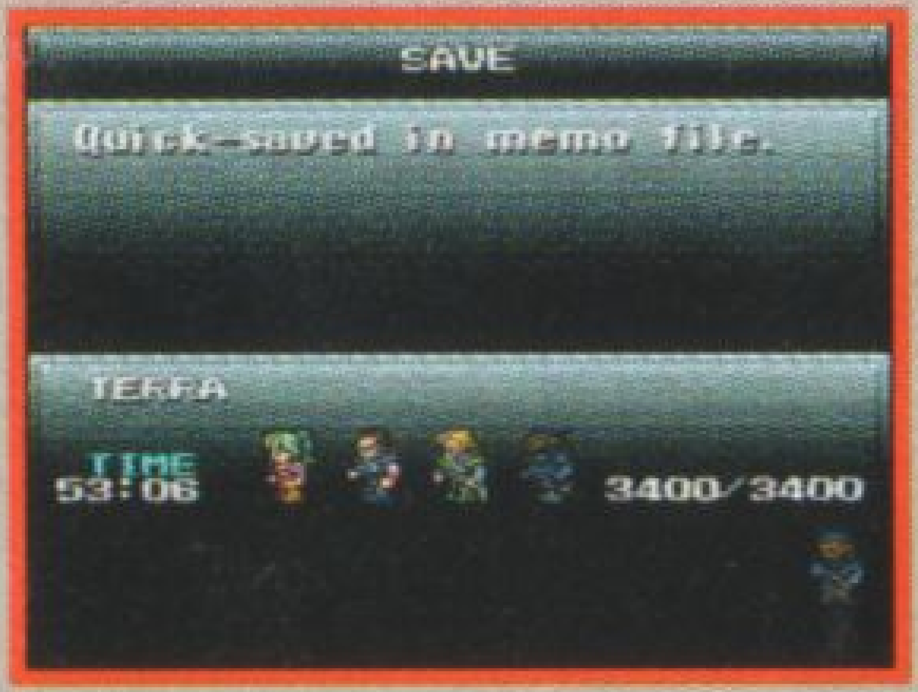
directional button
Direct movement of characters and vehicles.
It is also used to move the cursor to select commands and items.

START button
Toggle the World Map ON/OFF when in the field.
It is also used to pause the game during battle, and to finalize selections when naming characters.

SAVING ONTO THE MEMORY CARD

Insert the MEMORY CARD into the PlayStation MEMORY CARD slot 1 or 2. The player will be able to save in the field or in areas such as dungeons where Save Points exist.

Select **<Save>** on the Menu Screen. If the player selects a MEMORY CARD onto which the data will be saved, the screen will switch to the MEMORY CARD File Screen. From this screen, the player will be able to choose a MEMORY CARD slot in which current Game Data can be saved.



SAVING ONTO THE MEMO FILE

A Memo File save is not the same as a MEMORY CARD save. The Memo File system will leave one temporary record in the PlayStation's memory. Once the power is turned OFF or the RESET button is pressed, the saved Memo File will be deleted. Data that the player wishes to save permanently should be stored on a MEMORY CARD. In order to record to the Memo File, the player must select **<Save>** from the Menu Screen and then select **<Memo>**. Once **<Memo>** has been selected, press the ⊗ button to save.

SOFT RESET

To restart a game from a saved Memo File, execute a Soft Reset (simultaneously pressing the R1, R2, L1, L2, START, and the SELECT buttons). The player will be taken back to the opening movie after which they will be able to access the Loading Screen. Selecting **<Memo>** from this screen will allow the player to resume the game from their saved Memo File.

THE MENU SCREEN

When the △ button is pressed during times other than battles and events, the screen will change to the Menu Screen.

1. Current Party Members

These are the characters that compose the active party which the player controls. The character's portrait, name, current level, Current / Maximum HP and MP are displayed here.

2. Menu Commands

The player will be able to select and execute the following commands:

- Item
- Skills
- Equip
- Relic
- Status
- Config
- Save

Note: Commands which currently cannot be used will be displayed in a darkened font.

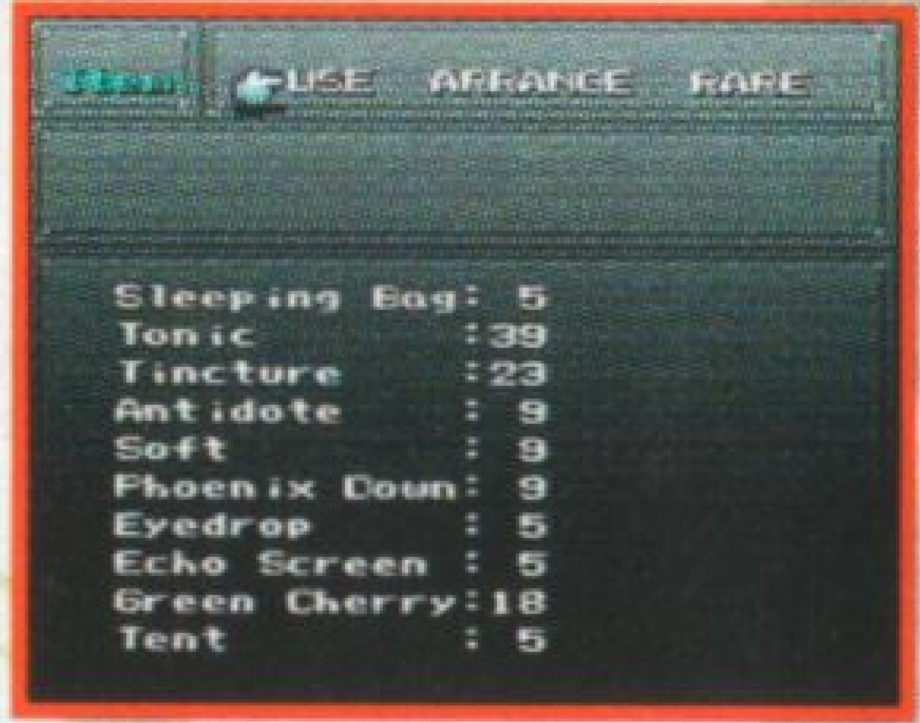
3. Time

Displays the amount of time spent playing the game.

4. Steps / Money (GP)

Displays the distance walked in steps from the beginning of the game until present, and the amount of money (in the form of GP) that the party currently has. Obtain money by defeating enemies or by opening Treasure Boxes.

Note: Within each of the menu commands, the player will be able to scroll through the information displayed on the screen by pressing the L1 or R1 buttons.



ITEM

This command allows the use of Potions and Tents and other items that the party currently holds. If this command is selected, the display will switch to the screen shown on the right. When the ◎ button is pressed, the cursor will move to the following subcommands:

Use

Use the items in possession. After selecting which item to use, press the ⊗ button. If the item is immediately usable (Potions, Ethers, etc.), the Character Selection Screen will appear. Select the character who will use the item, and press the ⊗ button. Items that cannot be used will be displayed in darkened font.

Arrange

Organize items, weapons, armor and miscellaneous objects. Move the cursor to **<Arrange>** and press the ⊗ button to arrange.

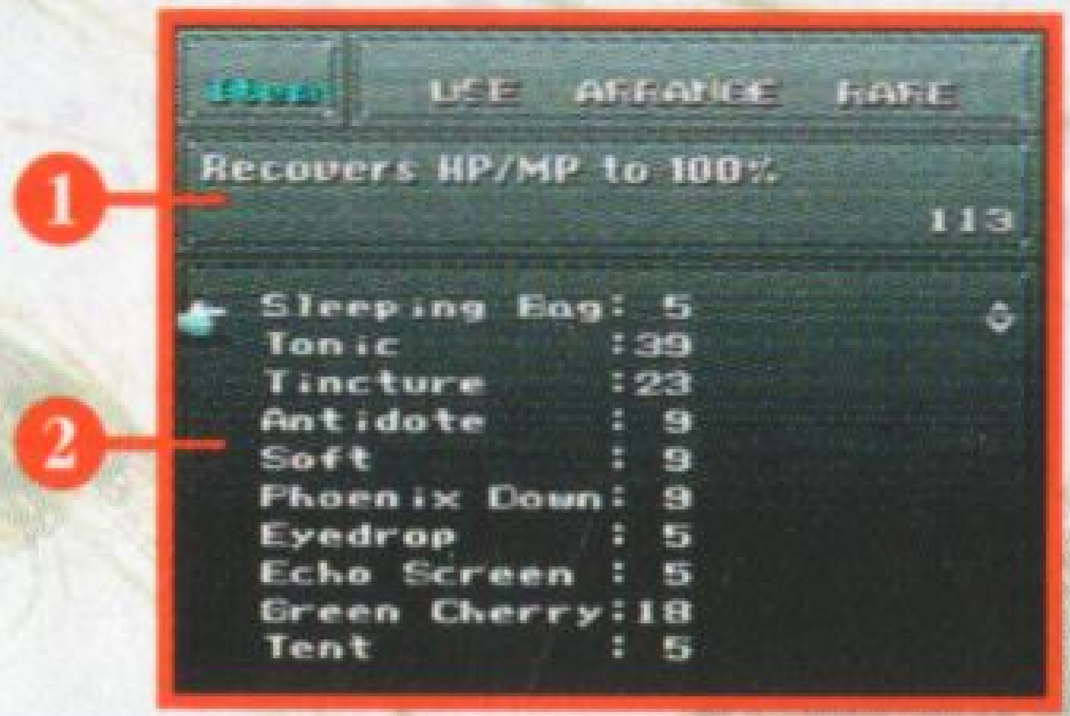
Rare

Display crucial items that are necessary to advance the game. Move the cursor to **<Rare>** and press the ⊗ button to display important objects.

1. Explanation of items

Display the explanation of the item which has been highlighted with the cursor. For weapons and armor, only those that have special effects will have a description displayed. The number to the right of the explanation designates the quantity of that item in possession.

2. Item list



Display the description of items in inventory, and the item name. The player must move the cursor to the item to be used. When the number of items possessed can no longer fit on one screen, the player will be able to switch between the screens by pressing the L1, R1, and SELECT buttons.

Weapons / Armor / Relics

For those items which can be equipped, setting the cursor to a particular item and pressing the ⊗ button twice will display the screen on the right. On this screen, in addition to the characters who can equip the particular item selected, status changes during equipping, and special attributes of the armor will also be displayed.

Rearranging Items

To change the order of the items, move the cursor to the item to be first on the list, and press the ⊗ button. Next, move the cursor to the item to be second on the list and press the ⊗ button again. Continue this process until all items have been set to the desired order. It would be convenient to place those items that are frequently used during battle near the top of the list.

SKILLS

This command allows the player to equip a selected character with an Esper to give the character magic powers. To select this command, move the cursor to <Skills> and press the ⊗ button. Upon doing so, it is possible to see the battle commands of the selected character. Please see "Special Character Commands" (p. 45) for an example of the five types of battle commands specific to each character.

Espers

- This subcommand displays the Esper List. Esper names in darkened fonts indicate that they have been equipped by other party members.
- Select **<Espers>** and press the ⊗ button to display the magic spells that can be learned from that particular Esper. (Refer to the section, Magicite & Espers, on page 47).

Magic

- Magic spells that can be used are displayed in light fonts, while those that cannot be used are displayed in darkened fonts. The number displayed next to the magic spell indicates the percentage of that particular magic spell that has been learned. (Refer to the section, Learning Magic, on page 48) When the ⊗ button is pressed at this time, the Magic Point (MP) cost of the spell will be displayed.
- When using a magic spell, move the cursor to select a magic spell, then press the ⊗ button, and select the spell's target..
- To target multiple characters or enemies with a magic spell, press the directional button to the LEFT/ RIGHT, the L1/R1 button or the SELECT button to choose a specific target for the magic spell.

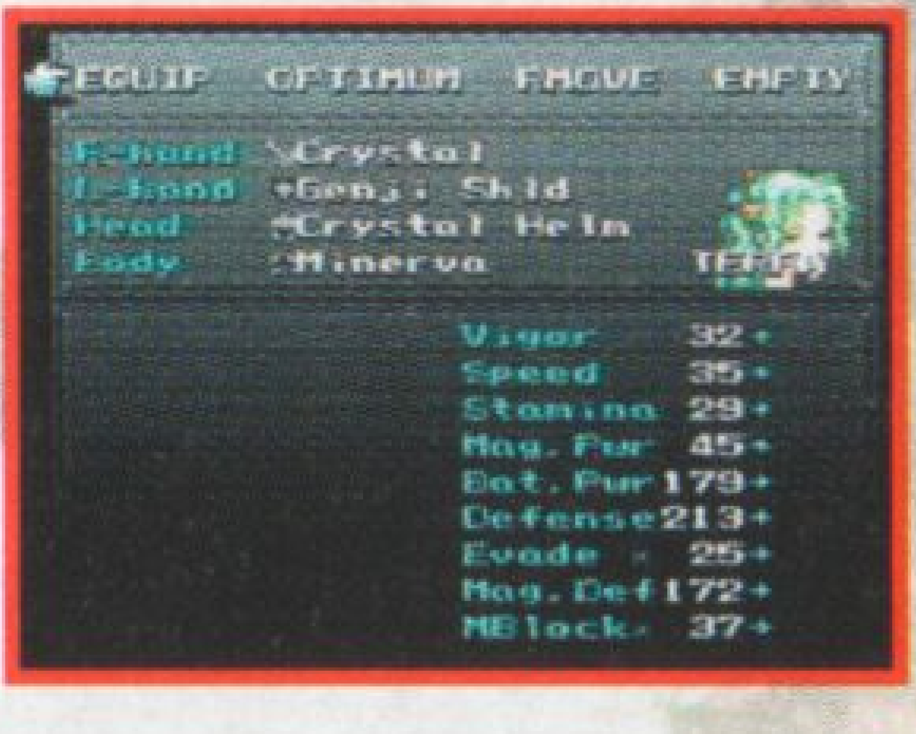
Individual Character Commands

Every character has a special ability that is unique to him or her. For more details, refer to "Special Character Commands" on page 45.

SwdTech	Cyan's special ability. Sword Techniques are based on Samurai fighting styles.
Blitz	Sabin's special ability. Blitz requires player input in order to enact the Martial Arts techniques.
Lore	Strago's special ability. Magic spells learned from enemies.
Rage	Gau's special ability. Fighting techniques learned from enemies encountered in the Veldt.
Dance	Mog's special ability. Nature dances invoking the power of the elements.

EQUIP

This command allows the player to equip and remove weapons and armor for each character. Press the ⊗ button after selecting <Equip>, and select a character. After the selection has been made, press the ⊗ button again to display the Equipment Menu with the following subcommands:



• Equip

Equip a character with weapons and armor. First, select the part of the body to be equipped with the directional button, then press the ⊗ button to display the weapons or armor that can be equipped. Select the weapons or armor and press the ⊗ button once again to confirm. Weapons or armor that will increase status when equipped will be displayed in yellow, and those that will decrease status when equipped will be displayed in darkened fonts.

• Optimum

Equip the selected character with the weapon or armor in the party's inventory with the strongest Attack Power or Defense Power.

• Remove

Remove a specific piece of equipment on a selected character. Once the selection has been made, press the ⊗ button to complete the process.

• Empty

This command allows the player to instantly remove every piece of equipment on a selected character.

RELIC

This command allows the player to equip relics with various abilities onto the characters. First, select **<Relic>** from the Menu Screen. Next, press the directional button to the LEFT to set the cursor on all of the characters. Finally, press the ⊗ button to display the Equipment Chart (Refer to the section on "Relics" on page 49).

Note: The current party's Equipment Menu can be viewed by selecting either the **<Equip>** or **<Relic>** commands in the Menu Screen.

STATUS

This command allows the player to view individual character attributes such as levels and HP.

CONFIG

This command allows the player to customize the game options. This operation is done with the directional button.

• Battle Mode

This option allows the player to switch between **<Active>** mode in which the enemies will continue to attack while the player makes selections, and **<Wait>** mode where the enemies will wait for the player to make a selection before attacking.

• Battle Speed

This option allows the player to change the speed at which time passes during battle, ranging from 1 (fast) to 6 (slow). Press the directional button to the LEFT/RIGHT to operate the controls.

• Message Speed

This option allows the player to change the speed at which battle messages are displayed in the upper part of the screen. Press the directional button to the LEFT/RIGHT to select a speed ranging from 1 (fast) to 6 (slow).

• Command Settings

This option allows the player to set the Battle Command Screen to be displayed one of two ways. The **<Window>** option is the first and default setting. The second option is **<Short>** which features a shorter window with commands arranged in a more compact manner. When **<Short>** is chosen, commands will be selected by pressing UP, DOWN, LEFT, or RIGHT on the directional button. **<Change>** and **<Defend>** are accessed by pressing the L1 and R1 buttons, respectively.

• Short

Selecting **<Short>** and pressing the ⊗ button will allow the player to change the battle command positions. After selecting the character, switch commands by pressing the directional button and the ⊗ button. When switching other characters, after moving the cursor to the character names with the ◎ button, proceed to set commands in the same manner. When returning to the initial state, select **<Arrange>**, which is listed at the top and press the ⊗ button. In order to return to the menu, the player must select the character name or press the ◎ button in the **<Arrange>** position.

• Gauge

This option allows the player to change the appearance of the HP Window during battle. When set to **<ON>**, the Active Time Battle (ATB) gauge will be displayed, showing the time remaining until a character becomes active. When set to **<OFF>**, the Current HP / Maximum HP will be displayed in numbers.

• Sound

This option allows the player to select between **<Stereo>** and **<Mono>** sound output.

• Cursor

This option allows the player to select between **<Reset>** and **<Memory>** cursor positions. If set to **<Reset>**, the cursor in a command window defaults to the top of the screen each time. If set to **<Memory>**, the cursor will appear in its last position on the screen.

- **Re-Equip**

This option allows the player to change between the **<Optimum>** and **<Empty>** options. If set to **<Optimum>**, the party will automatically be re-equipped with the most optimal pieces of equipment to fit the equipped Relic. If set to **<Empty>**, every piece of equipment on the characters will be removed.

- **Controller**

This option allows the player to change the controller settings.

  - Single

  This is the setting for one player. Normally, the game is played in this mode.

  - Multi

  This setting allows two people to play during battle. The players must decide which characters will correspond to which controller.

- **Magic Order**

This option allows the player to choose one of six patterns from the Magic Spell List to arrange their spells.

- **Window**

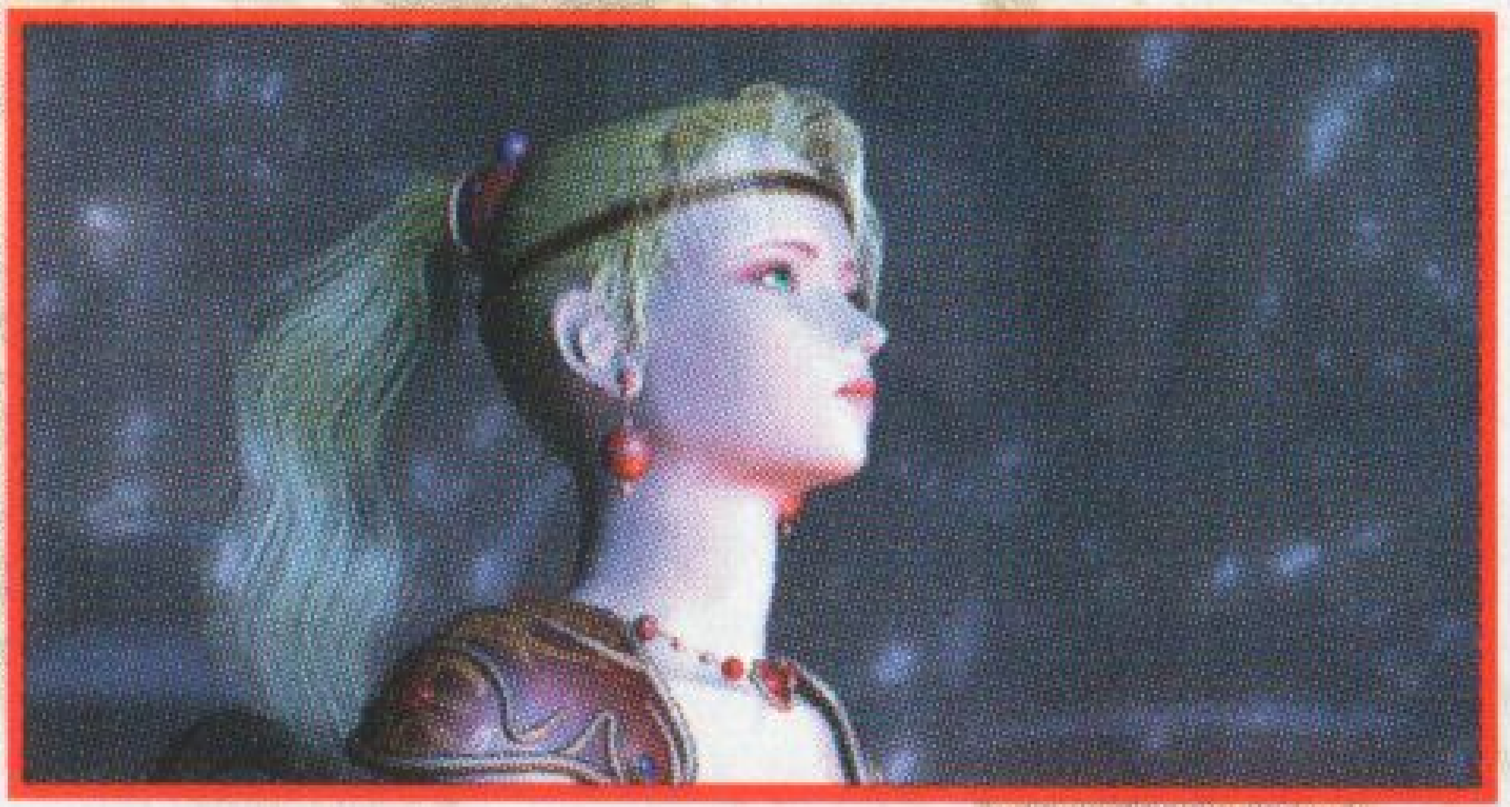
The player will be able to select a back window pattern from eight selections.

- **Color**

This option allows the fonts and window colors to be changed by adjusting the three colors R (Red), G (Green), and B (Blue). In order to return the adjustment to the original state, move the cursor to **<Color>** and press the ⊗ button.

SAVE

This command will save the game. Basically, saves can only be conducted on the field or at Save Points. In locations where saving is not possible, this command will be displayed in a darkened font.



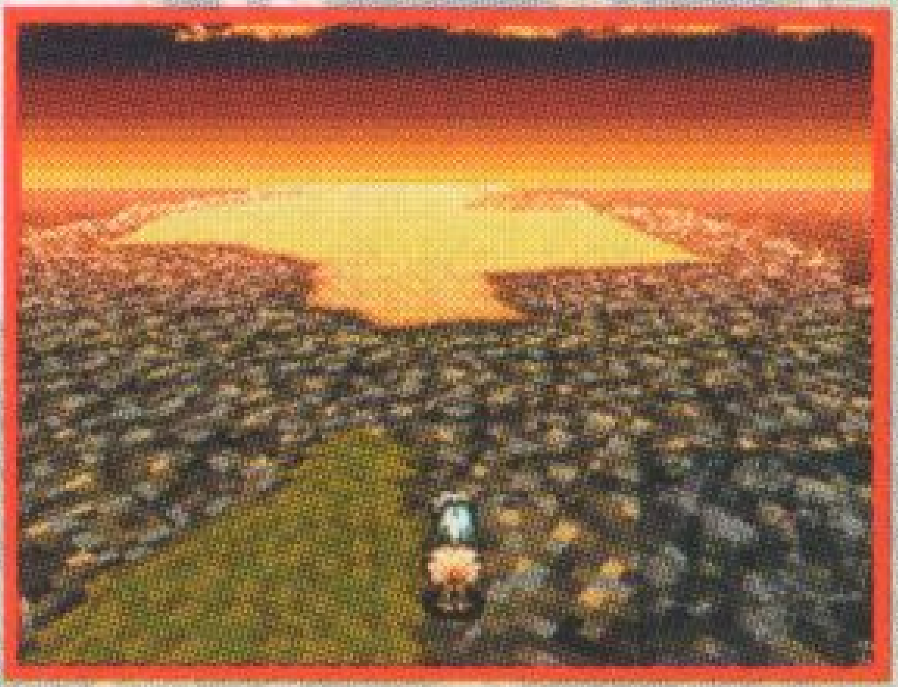
MODES OF TRANSPORTATION

Many different travel options exist in this game. As the player advances in the game, the party will encounter and gain the use of many different modes of transportation. Taking advantage of these different types of travel options will enable the party to visit areas otherwise impossible to reach on foot.

Chocobo

A birdlike creature that helps the party travel across land, rivers, and lakes. Chocobos can be rented from Chocobo rental shops. Once the character dismounts the Chocobo, it will return to its original place. While riding the Chocobo, the character will not encounter any enemies.

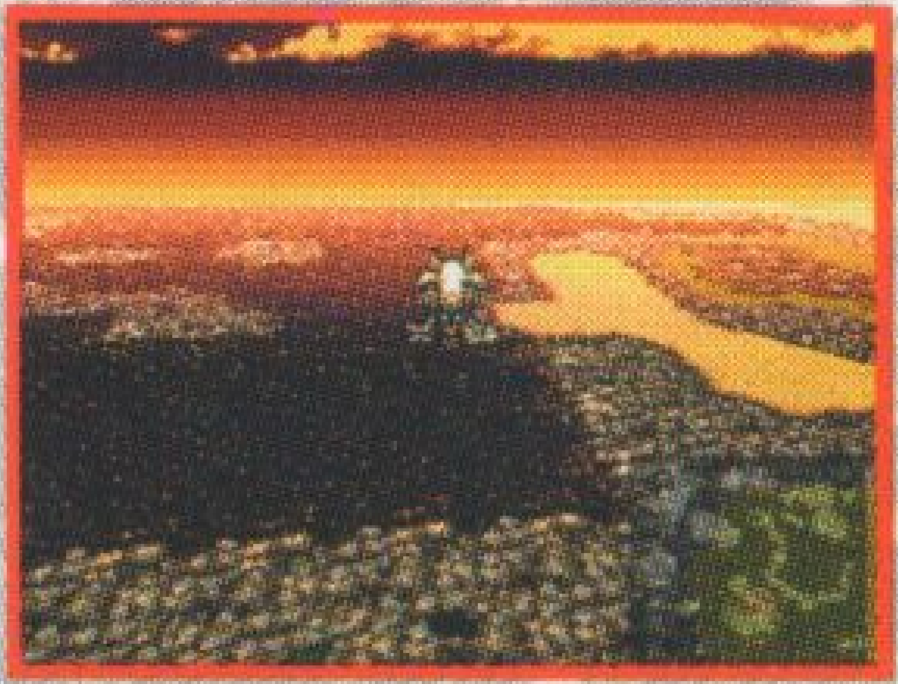
directional button UP/ ⊗ button:	Move the Chocobo forward
directional button LEFT/RIGHT:	Turn the Chocobo left or right
L1 / R1 button:	Turn the Chocobo sharply when used with the directional button LEFT/ RIGHT
◯ button:	Dismount from the Chocobo



Zeppelin

A large airship which can travel at high speeds through the sky. Characters may go into the interior of the airship. Inside, the player will find Item Shops and will also be able to have other characters standby. Zeppelins can only take off and land on flat land.

⊗ button:	Board the Zeppelin / Move it forward
directional button UP:	Enable the Zeppelin to descend
directional button DOWN:	Enable the Zeppelin to ascend
directional button LEFT / RIGHT:	Turn the Zeppelin left or right
L1 / R1 button:	Turn the Zeppelin sharply when used with the directional button LEFT/ RIGHT
◯ button:	Disembark from the Zeppelin
△ button:	Enter the interior of the Zeppelin. In order to fly the Zeppelin again, press the ⊗ button at the controls and select **<Take Off>**
□ button:	Press together with the directional button to move the Zeppelin in any direction



ABOUT MAP ON / OFF

Pressing the START button on the field will display a small map which can be turned ON/OFF. The large red dot on top of the map designates the current location, and the small dot shows the direction the player is facing.

SHOPS

In this game, various types of shops are featured. Items bought in shops can be used by party members.

Buying & Selling

1. After talking to a shopkeeper, the following commands become available:

- **<Buy>**

This command will allow the player to see and purchase items the shopkeeper has in stock.

- **<Sell>**

This command will display the items the party has in inventory, allowing the player to sell items to the shopkeeper at half the purchasing cost of the item.

- **<Exit>**

This command will let the player exit from the Buying/Selling Screen.

2. When buying items, a screen similar to the one shown on the right will be displayed.

A. A list of items sold in the shop
B. Current amount of money
C. Number of selected items owned
D. Number of selected items equipped
E. Party members

▲ shows that Attack/Defense Power will increase by equipping the item, ▼ shows that Attack/Defense power will decrease, and = designates that the value will remain the same. The mark below the characters shows the current party members, and the characters with their arms in the air are characters that can equip the selected item. Those with an "**E**" mark have already been equipped with the particular item in question.

3. Determine the number to be sold and bought. Pressing the directional button to the RIGHT increases quantity by 1; pressing it to the LEFT decreases quantity by 1; pressing it UP increases by increments of 10; and pressing it DOWN decreases by increments of 10. The maximum number of a particular item that can be held is 99. When buying an item, the number will only increase as much as the character can hold or purchase.

SHOP INTRODUCTIONS

Inns

The party will be able to recover HP/MP and certain Status Abnormalities by staying here.

Weapons Shop

Various types of weapons such as swords and rods are sold here.

Armor Shop

Various types of protective gear such as shields and armor are sold here.

Item Shop

Essential items for the journey such as Potions and Phoenix Downs are sold here.

Relic Shop

A variety of relics are sold here. Relics grant characters many different abilities.

Chocobo Stable

Chocobos can be rented from the Chocobo Stable. If riding the Chocobo directly from the stable, the character will automatically be transported to the outside of the city. Press the ◎ button to dismount the Chocobo. Once the character has dismounted, the Chocobo will return to the stable on its own.

Many characters appear in this game. A maximum of four characters can be selected to create an active party to progress through the game together.

LOCATION FOR PARTY FORMATION

Locations where parties may be formed will depend on the story flow. At locations where parties may be changed, the message **<Will you switch party members?>** will be displayed after talking to a character.

COMBINING PARTIES

1. The characters that can be combined to form a party will be displayed in the center row. From this selection, select the characters to form the party. Certain party members cannot be selected during certain segments of the game.

2. After selecting a character, press the ⊗ button, and set the cursor to the Party Window below and press the ⊗ button once again. Continue this process until all desired characters have joined the party, and then, press the ◎ button.

Note: It is possible to move the game forward with parties that have less than four members.

SWITCHING PARTIES

There will be times when the player will need to control several parties simultaneously. To switch between the different active parties, press the ■ button.

BATTLE

BATTLE SCREEN

The Battle Screen for **FINAL FANTASY VI** displays the following information:

1. Messages during battle are displayed
2. Enemy graphics
3. Party character graphics
4. Enemy name is displayed
5. Battle commands (different for each character)
6. Character HP and ATB Gauge
   (Depending on the configuration, the Current HP / Maximum HP may be displayed)

BATTLE FORMATION

Regarding the enemy appearance patterns, other than the normal battle formation, the following formation types may also be encountered:

Pincher/Side Attack
By attacking from both sides at the same time, Attack Power will be increased. When the party attacks the enemy, it is known as a "Side Attack", and when the enemy attacks the party, it is known as a "Pincher Attack". During a "Pincher Attack", the party will not be able to run away from battle.

Back Attack
In this situation, the player's party will be attacked by the enemy from behind, with the Back Row taking the brunt of the assault. The enemy will also attack first.

Preemptive Attack
In a preemptive attack, the active party will be given the first attack in the battle.

STATUS ABNORMALITIES

During battle when a character is hit by an enemy's special attack, the following status abnormalities are known to occur. Some abnormalities will recover after a battle, and some will not. Inns and Tents will recover every type of status abnormality, while the Sleeping Bag will recover everything except "Wounded". The list below represents some of the status abnormalities in the game.

Non-Recoverable Status Abnormalities

Name:	**Symptoms**	**Recovery Method**
Wounded	HP reduces to zero; can no longer battle	Life Spells, Phoenix Down
Petrify	Become stone; can no longer battle	Remedy, Soft
Imp	Cannot use special commands; can only use the Imp spell	Green Cherry, Remedy
Invisible	Become invisible, not affected by Physical Attacks	Any magic
Poison	Continual decrease of HP during battle, and while walking	Remedy, Antidot Spell, Antidote
Zombie	Indiscriminately attack enemies and allies	Revivify
Dark	Decrease in Attack Hit Rate	Eyedrop, Remedy
Float	Float above the ground; will not receive damage from ground attacks	Dispel

Recoverable Status Abnormalities

Name:	**Symptoms**	**Recovery Method**
Sleep	Character nods off; cannot enter commands until the character awakens	Physical Attack
Muddled	Become confused, and begin attacking enemies and allies indiscriminately	Physical Attack, Remedy
Mute	Will not be able to cast magic	Remedy, Echo Screen
Condemned	Become wounded when the number above the affected character reaches zero	Win battle before countdown reaches zero

BATTLE COMMANDS

The **FINAL FANTASY VI** battle system uses the ATB (Active Time Battle) system in which time will continue to pass during battle. The player should battle by selecting commands and attacks corresponding to the enemy's weaknesses or techniques.

FIGHT

Battle with equipped weapons. If weapons have not been equipped, the character must fight with bare hands.

MAGIC

The Magic Spell List will be displayed, allowing the player to select the magic spell to be used with the ⊗ button. After selecting the target of the magic spell, press the ⊗ button to cast it. When there is not enough Magic Points (MP), magic cannot be used. When the Magic Spell List is displayed, scroll to the very top of the list and press UP on the directional button to select the Esper that is equipped. Once selected, the Esper can be summoned by pressing the ⊗ button. (Refer to the Summoning Espers section on page 47).

ITEM

The Item List will be displayed, allowing the player to use an item in inventory. To use an item, first select it with the directional button, and then press the ⊗ button twice. Next, select the character who will use the item, then press the ⊗ button again to execute the command. Items that may be used will be highlighted, whereas those that cannot be used will be displayed in darkened font. It is possible to rearrange items even during battle. (Refer to the section on Item Arrangement section on page 32).

SWITCHING WEAPONS & ARMOR DURING BATTLE

Pressing UP on the directional button while at the top of the Item List will display the items currently equipped by the selected character. To switch an item, first move the cursor to the item to be replaced, and press the ⊗ button. The items that can be equipped will then be highlighted. Upon making a selection, press the ⊗ button again to execute the switch. The Item and Magic Spell Lists that appear during battle can be scrolled by pressing UP or DOWN on the directional button.

ROW

Formation change of the Front and Back Row can take place during the current battle. When the command setting is set to **<Window>**, the directional button must be pressed to the LEFT in order to execute a formation change. When set to **<Short>**, the L1 button must be pressed.

CHARACTER FORMATION

• If the directional button is pressed to the LEFT in the Menu Screen, the **<Row>** command will appear. To move a character to the Front Row (advantage for direct attacks, disadvantage for defense) or Back Row (disadvantage for direct attacks, advantage for defense), move the cursor to the character to be moved, and press the ⊗ button twice.

• To switch the position of two characters, move the cursor to one character, and press the ⊗ button. Next, move the cursor to the other character to be interchanged, and press the ⊗ button again. (NOTE: The character at the very top of the character lineup will be displayed in the field).

DEFEND

Concentrating on defense reduces damage incurred from an enemy's Physical Attacks. However, the damage received from Magic Attacks will not be reduced. When the command setting is set to **<Window>**, the directional button must be pressed to the RIGHT in order to defend. When set to **<Short>**, the R1 button must be pressed.

ESCAPE

When the L1 and R1 buttons are pressed simultaneously, the party will be able to escape from battle. Beware, as there are some enemies that the party will not be able to escape from. In those instances, the message, **<Can't run away!!>** will be displayed.

PAUSE

When the START button is pressed during a fight, the battle will be put on hold temporarily. The game will resume when the START button is pressed again.

END OF BATTLE

Battle will continue until party members defeat the enemies or until one party runs away. When the enemies are successfully defeated, money (GP) and Experience Points (EXP) will appear, and acquired Magic Points will be gained and distributed. These values will differ according to enemy type and the number of enemies defeated.

GAME OVER

When all party members can no longer battle (HP reaches zero), become Zombies or Petrified, the game will be over. Once a game is over, the game will automatically begin from the previous Save Point. When this occurs, the items taken from Treasure Boxes and character parameters will not be saved, but character levels and Experience Points (EXP) will not diminish.

LOCKE

Steal

- The ability to steal items from an enemy during battle.
- There are some items that can be obtained only through this particular command.
- After selecting this command, select which enemy to steal from by using the directional button.

MOG

Dance

- By invoking the name of the terrain dance, Mog will be able to attack using the powers of nature.
- By fighting battles on different terrain, Mog will learn new dances.
- After selecting this command, select the dance to be used and press the ⊗ button.

SABIN

Blitz

- Will attack an enemy with the Martial Art techniques he has learned.
- When Sabin increases his level, new techniques will be learned automatically.
- After selecting **<Blitz>** in Sabin's Battle Window, enter the commands of the technique to be used and press the ⊗ button.
- When Blitz Commands are entered incorrectly, Sabin will fail to act when his turn arrives.
- Each special technique and attack effect, or any commands entered can be checked by selecting Sabin in the **<Skills>** section of the Menu Screen and pressing the ⊗ button at the **<Blitz>** heading.

TERRA

Magic

- Born with magical powers, Terra possesses the **<Magic>** command from the beginning.
- Other characters, however, will not be able to use magic unless they are equipped with Espers (See page 47).

EDGAR

Tools

- Attack by using tools that are constructed primarily for battle.
- There are some tools that will attack only one individual enemy and others that will attack all enemies at once.
- Advancing in the game will allow the player to obtain newer and more powerful tools for attacking.
- After selecting this command, select which tool to use and press the ⊗ button.

CYAN

SwdTech

- Cyan uses Sword Techniques learned as a samurai to attack.
- This technique can only be used when a sword that can perform the Sword Techniques is equipped.
- When Cyan increases his level, he will automatically learn new Sword Techniques.
- When **<SwdTech>** is selected, a window will be displayed, and a gauge will begin to grow during battle. When the gauge reaches the particular Sword Technique the player would like to use, the player must press the ⊗ button.
- The available Sword Techniques can be seen by selecting Cyan in the **<Skills>** command of the Menu Screen, and pressing the ⊗ button at the **<SwdTech>** heading.

GAU

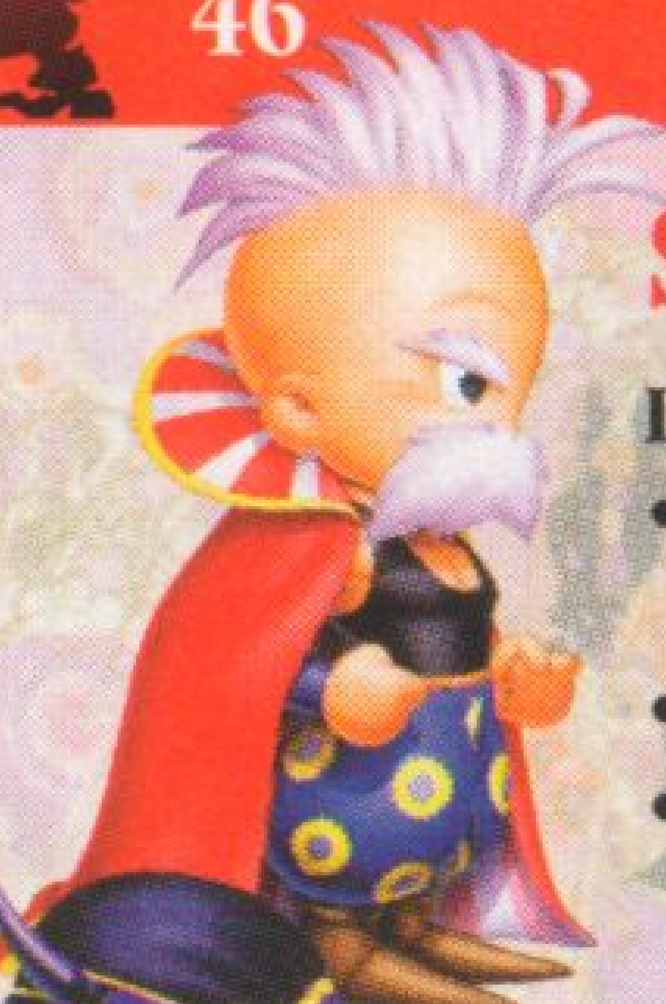
Leap / Rage

- When the player selects **<Leap>** while battling enemies in the Veldt, Gau will leap onto an enemy and the battle will end.
- If the remaining party members continue to battle in the Veldt, Gau will eventually reappear after a battle ends, and rejoin the party.
- When he returns, Gau will have learned the Enemy Techniques from the time he leaps onto an enemy up until when he returns to the party. These learned technique commands are called "Rage" Techniques, and can be used to attack enemies during battle.
- The names of the "Rage" Techniques that have been learned can be checked by selecting Gau in the **<Skills>** command of the Menu Screen, and by pressing the ⊗ button at the **<Rage>** heading.
- After selecting **<Rage>** in the Battle Window, select the Rage Technique to be used and press the ⊗ button.
- **<Leap>** is a command that can only be used in the Veldt.
- In the Veldt, only the enemies that have previously been encountered will appear. Thus, it may be wise to return regularly to the Veldt with Gau to learn new Rage Techniques.

SETZER

Slot

- Setzer has access to the powerful Slot Attack. When he uses it, the wheels of a slot machine appear and start spinning. Results of the spin determine the nature of the attack, from damaging an enemy to healing the party.
- Not all combinations are beneficial. The Joker Doom combination brings defeat to both parties.
- When this command is selected, three wheels will begin spinning. Press the ⊗ button three times to stop the wheels. When all three wheels have stopped, press the ⊗ button once again to trigger the results of the spin.



STRAGO

Lore

- Strago's Lore ability lets him learn certain spells from enemies that use the spell against him. After he has learned the spells, he can use them as his own during battle.
- Since Strago's Lore abilities are magic spells, MP will be consumed when used.
- After selecting this command, the player must select the spell to be used and then press the ⊗ button to execute the selection.

SHADOW

Throw

- Shadow's throwing skill allows him to throw objects such as the Ninja Shuriken with strength and accuracy.
- By throwing ancient scrolls, he will also be able to use ninja techniques that are written on the scrolls.
- After selecting this command, select the item to be thrown, and then press the ⊗ button to execute the command.

CELES

Runic

- When Runic is used during battle, Celes will absorb certain enemy magic spells that has been cast, and use them to restore her Magic Points (MP).
- Runic will last until Celes enters another command, or until she absorbs a magic spell.
- Runic cannot be used unless Celes is equipped with a specific sword.
- Be advised that there are some spells that cannot be absorbed by Runic.

RELM

Sketch

- Relm attacks by first sketching an enemy, and then summoning the illusion of the sketch to battle against the enemy for her. Beware, as there will be times when Relm will not be able to sketch complex looking enemies correctly.
- After selecting this command, select the enemy to be sketched, and then press the ⊗ button to execute the command.

In the beginning of **FINAL FANTASY VI**, only a few characters will be able to use magic. The ability to use magic is granted by Magicite that can be found as the story progresses.

Espers live in the land of the unknown, and are beings with tremendous magical power. When these creatures die, they condense their magical powers and crystallize. The resulting crystals are known as Magicite. By equipping Magicite, the characters will be able to learn different magic spells.

EQUIPPING MAGICITE

In order to equip Magicite, select, **<Esper>** from the **<Skills>** command in the Menu Screen. Stones that are highlighted can be equipped, and those which are in darkened font cannot as they have already been equipped by another member. The numbers designate the amount of MP that is necessary to summon the Esper, which is the essence of the Magicite.

After selecting the Magicite and pressing the ⊗ button, magic that can be learned from equipping the crystal will be displayed. To equip the Magicite, press the ⊗ button once again. Magicite can only be equipped one at a time. To remove the Magicite, press the ⊗ button in accordance with the empty space on the Magicite List.

Magicite Bonus Points

Below the magic display of the Magicite, a phrase such as **<Physical Strength + 1>** can be seen. This refers to the bonus attribute points granted by the Magicite when a character Levels UP. For example, if a character is equipped with the Magicite when their level increases, their Physical Strength will increase by +1. Note: not all Magicite have bonus attributes.

SUMMONING ESPERS

The Esper of the equipped Magicite can be summoned during battle to fight. To see which Esper has what type of effect, select the Esper with the **<Esper>** command, and the information will be displayed.

1. Select **<Magic>** command

In order to summon Espers, first select the **<Magic>** command during battle to display the Magic Spell List.

2. Summon the Esper with the UP directional button

Next, scroll to the top of the Magic Spell List, and press UP on the directional button to display the equipped Esper. Once the Esper is displayed, press the ⊗ button to summon it.

Summoning of the Esper

In order to summon an Esper, a certain amount of MP is necessary. In addition, an Esper can only be summoned once per battle per character. Espers that cannot be summoned will be displayed in darkened font in the Magic Spell List during battle.

LEARNING MAGIC

Magic is learned from Espers. Generally, the more powerful the Esper, the better the spells it can teach. The type of spells an Esper can teach is related to the abilities of the Esper itself.

Obtain Magic Points

Each Esper has access to a number of magic spells with a corresponding number next to them showing the rate at which they can be learned. As characters fight through battles, they will obtain Magic Points at the end of battle. These points are multiplied with the learning rate number to generate the amount of Magic Points earned toward learning a spell.

If MP Reaches 100%, the Magic Spell Will Be Learned

Once all the spells have been learned from a particular Esper, it is recommended that the player equip another Esper to continue the process.

If an Esper is Switched During the Learning Process

Even if the Esper which a character has been using to learn magic is removed and switched to another character, the Magic Points which have been accumulated to this point will not disappear. The magic spells which are in the process of being learned can be checked in the Magic List and the Esper Magic Screen.

Even With the Same Magic Spell...

It is possible to learn the same magic spell from different Espers. However, depending on the Esper, the rate of learning magic may be different (the multiplier rates will differ). For example, the Esper on the upper left has listed "Care x 5", but the Esper listed below has listed "Care x 3". If the player receives one Magic Point after battle, the percentage of added to the Magic Point total will be 5 % for the Esper on top, and 3 % for the Esper on the bottom. To maximize the rate at which magic spells are learned, players should equip Magicite with the most efficient learning rate.

Obtaining Magic Spells through Equipment & Relics

Certain items in the game possess the magic power to teach magic spells to characters. To find out which items have this ability, examine an item in the Item List by pressing the ⊗ button. If the phrase **<Magic Name x Value>** is displayed, then the item in question has the ability to teach spells in the same manner as Magicite.

Explanations of Espers & Magic

By selecting the **<Skills>** command from the Menu Screen, and then selecting the subcommand **<Esper>** or **<Magic>**, the effects of magic spells and Espers will be displayed in the top left window. Bonus point explanations will also be displayed in this section as well. It is recommended that the player knows in advance which effects are connected to which Esper.

By equipping relics in **FINAL FANTASY VI**, the characters will be able to acquire various abilities with special effects. Relics are divided into two groups:

- Those that will change commands
- Those with special effects

RELICS THAT WILL CHANGE COMMANDS

When this type of relic is equipped, the character's battle commands will change. The image on the right shows Locke before and after equipping the "Thief Glove" relic. Locke's battle command will change from **<Steal>** to **<Capture>**, allowing him to steal and attack enemies at the same time. In addition to this, there are other relics that are known to change commands.

RELICS WITH SPECIAL EFFECTS

The majority of relics fall into this category. Some of these relics have been known to increase character attributes while others provide resistance to certain kinds of attacks. The attribute change which occurs when relics are equipped will be displayed in yellow for those that increase, and will be displayed in darkened fonts for those that will decrease. There are also some relics that will allow the characters to hold weapons in both hands and others that will automatically summon magic in order to defend the characters against enemy attacks.

ARMOR WITH RELIC EFFECTS

Some armors grant the same abilities gained from equipping certain relics. Unfortunately, no weapons have this effect.

Equipping Relics

From the Menu Screen, select **<Relic>** to access the Relic Screen. After selecting **<Equip>**, the cursor will move to the "Relic" List. Pressing the ⊗ button at this point will display the relics that the character is currently equipped with. (Items that have already been equipped will not be displayed). After selecting the relic of choice, press the ⊗ button. In the lower right corner of the screen, the status changes for equipping a particular relic will be displayed. Each character can equip up to two relics. After equipping the relic, press the ◎ button twice. For relics which enable the player to equip the characters with weapons in both hands, the player will need to re-equip weapons and armor accordingly.

BONUSES

For the PlayStation version of **FINAL FANTASY VI**, there is a Bonus Mode which is an added feature to the normal game.

When Bonus Mode is accessed, the following menus become available:

STUDIO
The headings in this screen lets the player access the movie clips and artwork images developed for the game.

- Theater
  The player will be able to view the full motion videos seen in the game.

- Gallery
  The player will be able to view some of the original artwork developed for the game.

STATUS
The data for games which have been finished will be displayed in one chart, letting the player see how much time has been spent on a particular game. This data is only available if the player has completed the game. By finishing the game multiple times, maximum and minimum records will be displayed in each heading, and will continue to accumulate as new records are set.

SECRET
While many headings are available in this menu, only "Bestiary" is immediately accessible in the beginning.

- Bestiary
  A collection of all the enemies that appear in the game.

SYSTEM FILE
Headings which cannot be viewed until the game is completed will be displayed as "????" in the Bonus Menu, and the player will not be able to select them. In order to view these headings, it is necessary to complete the game, and save a file onto a MEMORY CARD called the "System File", which is different from Saved Data. This file will record detailed play situations data used in the Bonus Menu. After a System File has been loaded, headings previously displayed as "????" will become accessible.

Creating a System File
After the words, "The End" appear at the ending, the screen will automatically switch to the System File Creation Screen. Here, the player must select **<Save>** and press the ⊗ button to execute the command. If a System File is already present on the MEMORY CARD, the old file will be overwritten, and updated to the new one.

BONUS SCREEN

The button controls are basically the same as those found on the normal game screen. Special uses for each heading will be explained in the following section.

Accessing the Bonus Screen

1. Select **<Bonus>** on the Loading Screen and press the ✕ button.
2. Select the MEMORY CARD slot with the System File and press the ✕ button. (If the game has never been completed, select **<See Without Loading>**).
3. Once the Bonus Screen appears, select the menu to see and press the ✕ button.

OPERATION OF EACH HEADING

Studio - Theater

- If the **<Theater>** section of the Studio is selected, several movie titles will be shown.
- Selecting the movie of choice and pressing the ✕ button will start the video.
- Pressing the START button, the ○ button, or the ✕ button during viewing will interrupt the video, and take the player back to the Theater Menu.

Studio - Gallery

- If the **<Gallery>** section of the Studio is selected, several titles will be shown.
- Select the title of choice and press the ✕ button to view the first image.
- Press the ✕ button to view the next image.
- Once the player sees all the images, the screen will loop back to the first image shown.

Gallery Button Functions

directional button:	Move enlarged images
○ button:	Return to the "Gallery" Screen
△ button:	Enlarge / Reduce image size
L1 button:	Scroll back five images
□ button:	Return to previous image
R1 button:	Scroll forward five images

STATUS

Cannot be seen unless the game has been finished at least once and a System File has been created.

If **<Status>** is selected, the screen will switch to the one shown on the right.

1. This window displays the amount of steps taken, play time, maximum amount of GP, and lowest amount of GP for a finished game.

2. In this window, if a particular character is selected, and the ⊗ button is pressed, the screen will display the following information:

a. Character Usage Rate
When the percentage reaches 100%, a special title will appear above the character's head. It is possible to continue updating the records even after 100%, but the percentage will no longer rise.

b. This window displays headings relating to the spells and special techniques a character was able to learn throughout the game. Selecting a heading and pressing the ⊗ button will display the learned spells or techniques. Since not all characters can learn spells or special techniques, some may only have the "Learned Magic" heading available or no heading at all.

c. The Maximum/Minimum value for each displayed parameter.

Note: It is possible to go back to a previous screen by pressing the ◎ button on any screen.

Secret - Bestiary

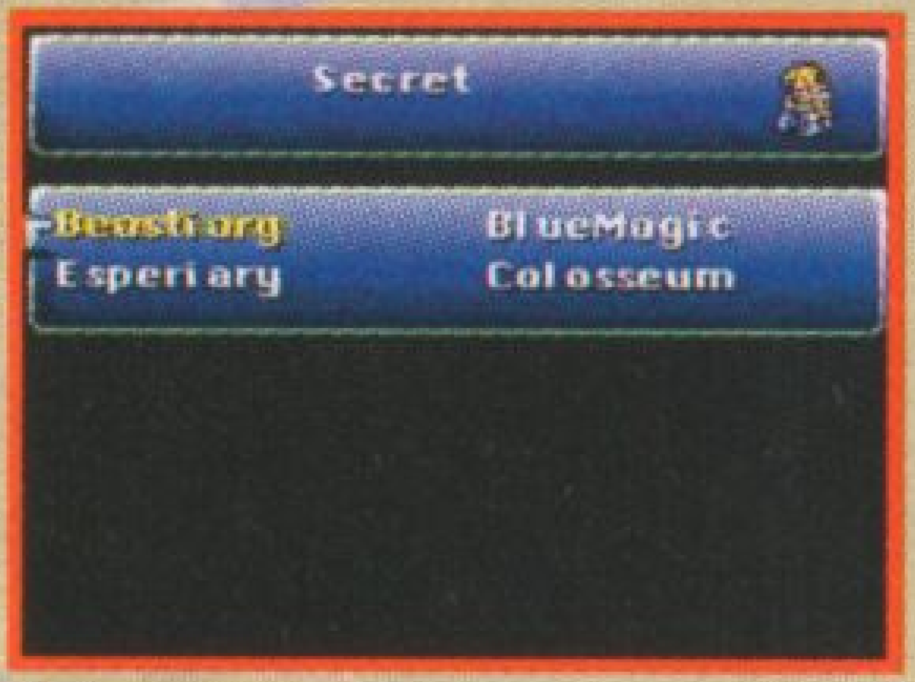
- Selecting **<Bestiary>** after entering the Secret Room will display the screen shown on the right. Selecting **<Before World Destruction>** will display the appropriate locations in the lower window.
- Before finishing the game (no System File), the player will only be able to make this selection.
- If the player selects a location and executes the command, the screen will switch to the Bestiary for enemies that appear in that particular location.

Enemy Screen

This refers to the data screen for each enemy.
When the △ button is pressed, the screen will switch to an Enemy Explanation Screen.

Enemy Screen Button Functions

directional button (DOWN/RIGHT) or the ⊗ button: Move to the next Enemy Data Screen
directional button (UP/LEFT) or the ◼ button: Return to the previous Enemy Data Screen
SELECT button: Move to the Enemy Selection Screen of the selected area
△ button: Switch between the Enemy Data Screen and the Enemy Explanation Screen
○ button: Return to the Enemy Encyclopedia Menu
L1 button: Return to the enemies of the previous location
R1 button: Move to the enemies of the next location



After Completing the Game
Additional bonuses await the player upon completion of the game. Previously, some headings were labeled as "????" in the Bonus Screen, making them inaccessible. Once the player completes the game, the following secret rooms will become accessible:

- Bestiary of each location after world destruction.
- Strago's Lore Magic Encyclopedia
- Encyclopedia of Espers
- Dragon Head Colosseum items, opponents & list of obtained items

Note: The button functions on this screen are the same as those on the Enemy Screen. (There will be some functions which will not be available for use).

MUSIC FROM FFV AND FFVI VIDEO GAMES

Included in this special Collector's Package is the **MUSIC FROM FFV AND FFVI VIDEO GAMES**. This audio CD can be played through your PlayStation game console CD Player, or through any standard audio CD player.

In order to use the PlayStation game console CD Player, set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **MUSIC FROM FFV AND FFVI VIDEO GAMES** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. The CD Player Screen will appear. Use the directional button to move the cursor to the blue **Play** button (➤) on the left side of the screen and press the ⊗, ◎, ◬, or ◙ button to begin. Refer to your PlayStation game console Instruction Manual for further information on how to use the CD Player.

TRACKS:

1: FFV Opening Theme
2: The Dungeon
3: We're Pirates!
4: City Theme
5: Parting Sorrow
6: Mambo de Chocobo
7: Distant Homeland
8: Music Box Memories
9: To My Beloved Friend

10: The Phantom Forest
11: Phantom Train
12: Wild West
13: Kids Run Through The City
14: Terra
15: Slam Shuffle
16: Spinach Rag
17: Johnny C Bad
18: Mog
19: Dark World
20: Epitaph
21: The Magic House
22: The Prelude

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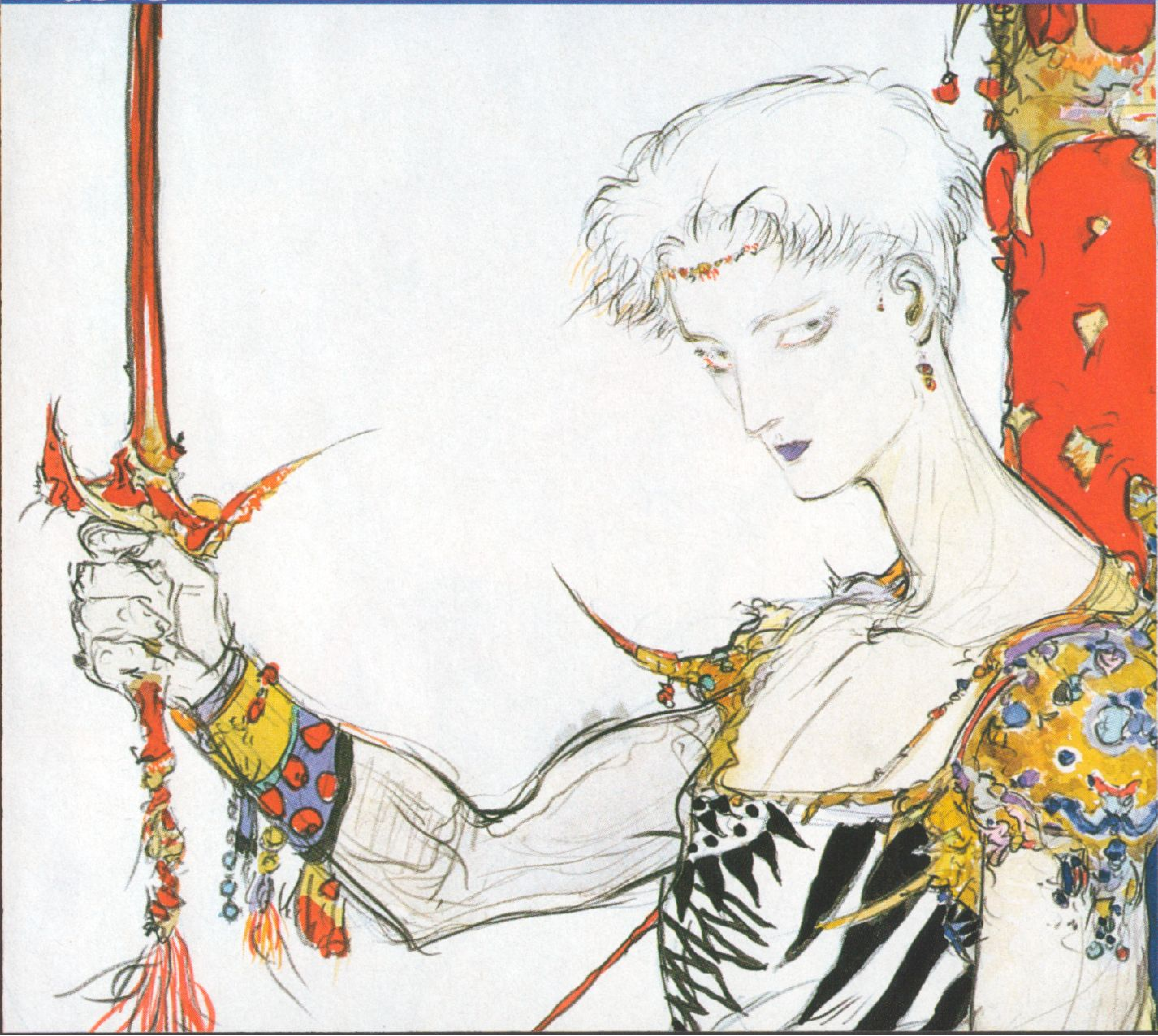
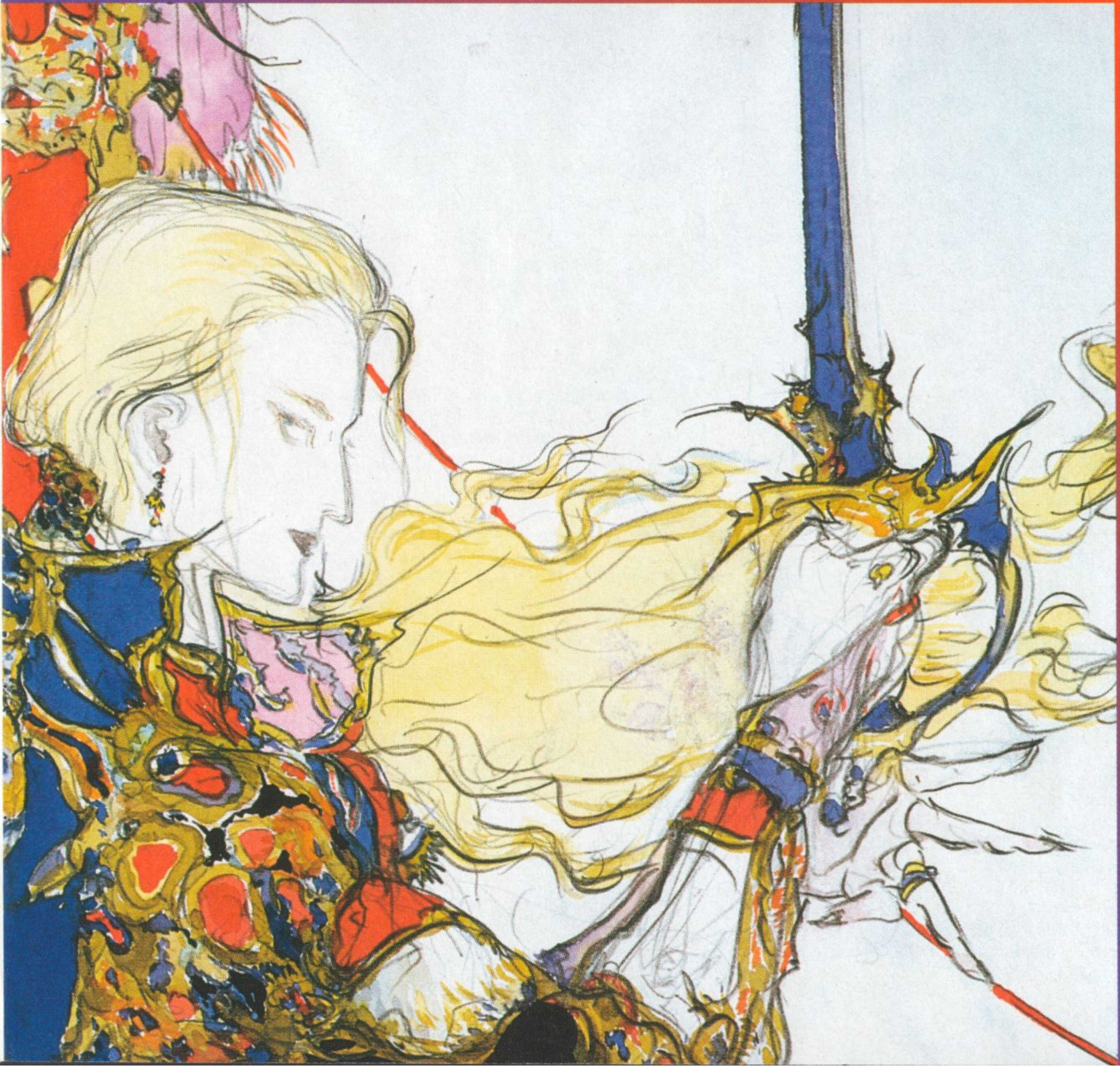
Composer/Arranger: Nobuo Uematsu
Producers: Nobuo Uematsu & Kensuke Matsushita





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